

THE ULTRA CONSOLES MAG!!!
MEAN MACHINES
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THIS MONTH'S SPECIALS:
FORGOTTEN WORLDS - SEGA!!
◄ XENON II - SEGA EXCLUSIVE!!
F-ZERO - BEST EVER RACER!!!
BOY AND HIS BLOB REVIEWED!!
HARDBALL - MEGA BASEBALL!!
SEGA
MEGADRIVE
SUPER FAMICOM
NINTENDO
GAMEBOY
ULTRA MAN
THE ULTIMATE WARRIOR?
INSIDE!!!
XENON II
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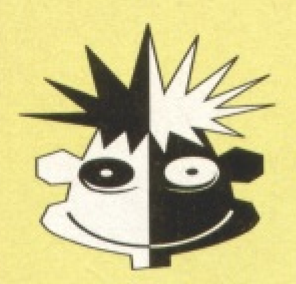
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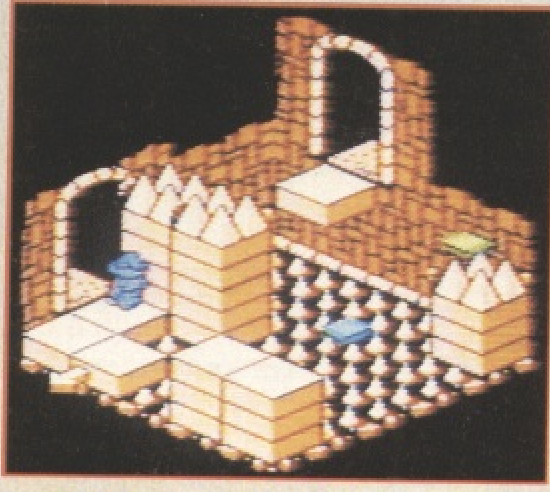
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CONT

MEAN MACHINE



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PREVIEWS

REVI

MEGADRIVE

GAMEBOY

TENTS

S JUNE ISSUE NINE


▲ Battling monsters on page 36!



▲ King's Bounty gets the MEAN MACHINES treatment on page 42.



▲ The incredible F-Zero is reviewed this issue.

EWED

EDITORIAL

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JULIAN "JAZ" RIGNALL
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JO "JUPITER PROBE" GLEISSNER
PUBLISHING DIRECTOR
GRAHAM "HIGH CLASS" TAYLOR
THANKS THIS MONTH TO: Nintendo and Sega for two-player Tetris and Nice beach on a hot, sunny day, a Monaco cafe for the best omelette jambon ever, Shropshire Council for making some super skill (and very empty) roads to drive on and Paul Glancey for being utterly fab and brill (and helping me get the mag out)...
HELLO TO: Dan "The Man" Curly - congrats on the Championship! But don't forget - alcohol destroys your brain cells...
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MOANER IN CHIEF: THAT MAN IN THE BOW TIE

COMPETITION RULES

When all's said and done, at the end of the day. Competitions are a funny game. Hilarious, in fact. More amusing still is the fact that EMAP employees or their immediate kin may not enter competitions, so tough mammaries. But the most hysterical thing of all is that Dwayne "up your bum on a nail" Minton and his family from West Wormwood can't enter competitions OR read this magazine! That's because they photocopy their bottoms and light their farts at office parties. And whatever herr Jazza says on competition matters is final. So don't write and whinge.

JAZZA'S FINAL BIT

Incredible! That Gameboy has finally been won. Hurrah, hoorah and jolly hoots anon. My very own vehicle is a Peugeot 205 GTI - that was easy and most of you knew that - but guessing its mileage. Well, that was another thing entirely. The biggest miss was Dave Eddings of Blackheath - I've decided to send you a special booby prize of a Sega arcade music CD for your hopeless efforts. However, the winner (who was only an incredible 5 miles out) was Jamie Burton of Bishop's Castle. Congrats matey. The Gameboy is in the post. Now what shall I give away next month?

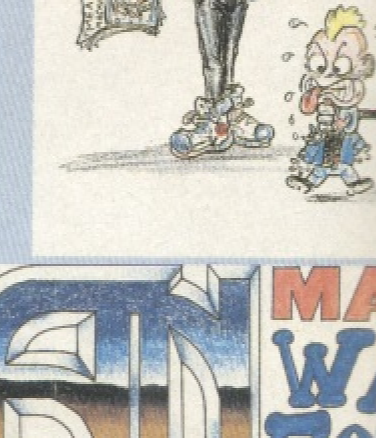
MORE MEGAPICS

Coming in faster than an elephant on heat are more of your marvellous pictures. The Sonic picture was penned by Ross King (I hope you haven't got a brother called Ewan), Andrew Burlington did the "Controlled by Experts" drawing, Tim Waymork drew the Moonwalker and Allstars pictures and Mike at the Nintendo Helpline did the excellent cartoon of Jaz. Keep sending 'em in - the address is: WHOPPA PICTURES, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

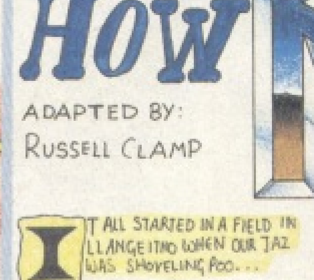




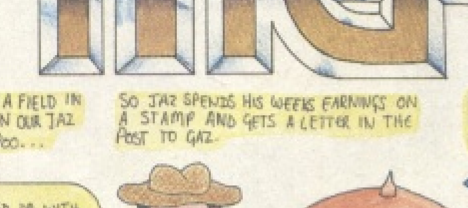


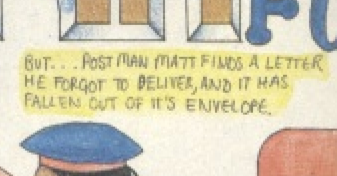




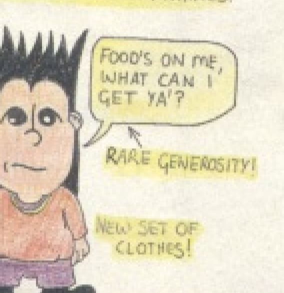


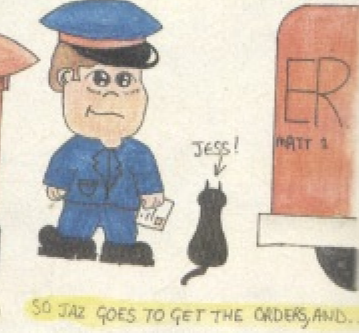














WHO ARE THOSE MUGS?



If you haven't already noticed, there's a new boy in town! Well, new to MEAN MACHINES. Richard "Bedwetter, Headgetter, Getbetter, Madhatter, Bytheletter, Codnetter, Redsetter, Trendsetter (I've heard them all)" Leadbetter (for it is he) will be very familiar to regular readers of CVG magazine, where he has been a reviewer for yonks. But we at MEAN MACHINES decided that he was too good just for CVG, and managed to persuade him to join us part-time to offer his expert advice on console games!

If you haven't ever heard of him before, Dick hangs out in Witham, Essex where he terrorises the populace with his fiendish phone-box frolics. I'd like to reveal more (like him), but at the moment names and situations must be kept secret to protect the innocent. He's a keen "photographer", part-time gigolo and housewife's choice for the title of Witham Town Most Handsome Hair Award. What impressed the panel of judges from the local Women's Institute most of all was not just that his flick is beautifully sculptured, it is aerodynamically designed to have a a drag co-efficient of only 1.4, so it doesn't slow him down when he's making that escape from an irate husband.

We're sure that you'll learn lots more about this cheeky chappie as time goes on - but for the moment I just hope you'll give him a nice, friendly welcome.

And here's another new face! Guest star Paul Glancey! CVG's Associate Editor managed to stop wiggling his joystick long enough to put together the Wrestle Wars review. Cor lumme! What a packed house we have.

See you next month...

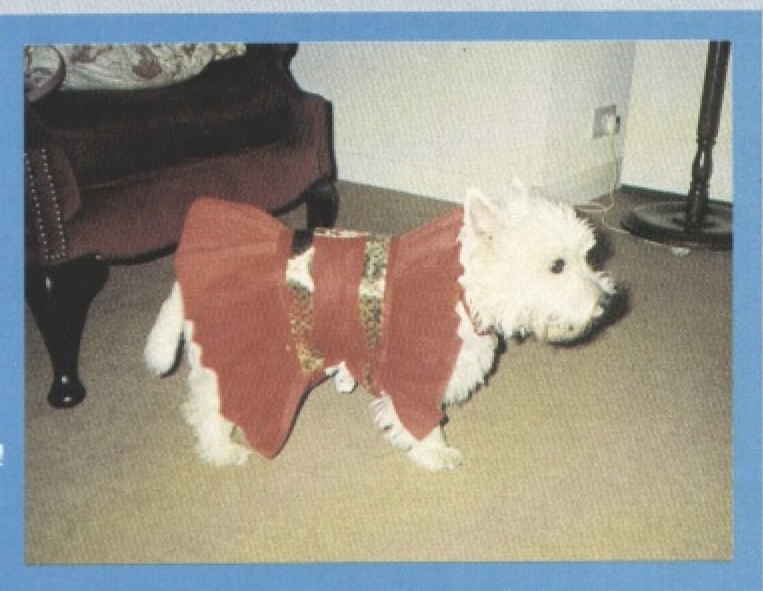


DAD SPANGED HIS MOTOR

Has your Dad recently mangled his motor? If so, grab a camera and get snapping - because we want pics! Yes indeed! For the entertainment of both readers and ourselves we want pics of the most spectacular spangs, the craziest crashes and the coolest crunches! The only rule is that no injuries were sustained during the accident. The best pic will get a special MEAN MACHINES prize. So bi-i-ig scrapes 'n' scratches down the side of Dad's brand new H-reg car will be much appreciated! Special bonus points will be awarded if it's Dad's car and Mum did the damage! Send your pics to: BLINKING FLIP THAT'S MY NO-CLAIMS BONUS OUT OF THE WINDOW, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

TALENTED PETS

Oh! Such disappointment. Only one talented pet this month. Still, he's a cool Westie called Harry who earns a living for his owner, Stephen Pannell of Wallington, Surrey by doing a remarkable impression of a Christmas cracker! What a dog!

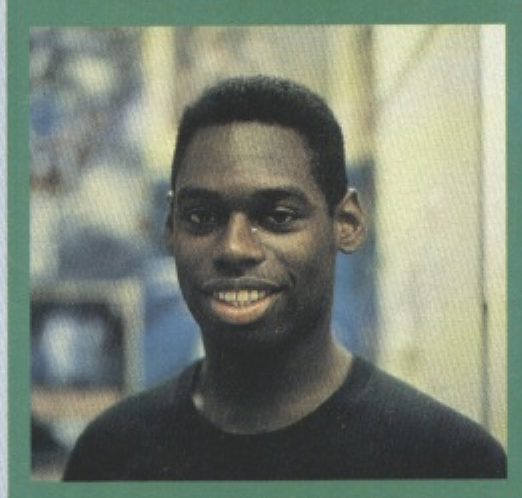




JULIAN "I'VE PLAYED THE LOT" RIGNALL
The boy Jazza's first machine was an Atari 400 (with 32K upgrade) - it was the best computer available in the early 80's and had a brilliant range of top arcade games, including Robotron, Defender and Asteroids. Since then he's had virtually every machine available: Spectrum, C64, Vectrex, Coleco, Atari VCS ("it was cheap"), ST, Atari 7800, Nintendo, Amiga, Master System, PC Engine, Gameboy, Megadrive, Lynx, Game Gear and finally Super Famicom. What a spawny git!
CURRENT FAVE GAMES: ULTRAMAN, BLOCKOUT, STREETFIGHTER II



MATT "" REGAN
Matt's first was a Coleco - he was a big fan of the coin-ops, and the Coleco certainly had its fair share of great games. A few years later he was seduced by a Nintendo, being a big fan of Kung-Fu and Golf, then finally in 1989 he settled for the Amiga. However, once he joined MEAN MACHINES he was well and truly bitten by the console bug, and recently he invested in a Gameboy, Megadrive and a Super Famicom
CURRENT FAVE GAMES: BLOCKOUT, WRESTLE WARS, JOHN MADDEN'S



OZ "ONLY THE BEST FOR ME" BROWNE
Oz was one of the first people in Britain to get a C64, way back in 1983. Early titles like Impossible Mission and Encounter were tops in his book. Then in 1988 he decided it was time to upgrade his machine, and the rich devil bought himself an Amiga so he could play such delights as Kick Off, Star Ray, Xenon II and Speedball. The latest addition to his computer entertainment desk is a Megadrive - "it's my favourite", quoth he.
CURRENT FAVE GAMES: STRIDER, THUNDERFORCE III



GARY "DICKENSIAN" HARROD
Since he was born into a family of destitute paupers, poor old Gary couldn't afford any sort of games machine. His mother saved up for ten years and bought him an Abacus, but the games were crap because it didn't have any graphics and the only sound it made was the click of the balls sliding together. Sad, but true. These days, though, he's famous and successful and has so much money he's going to buy a Super Famicom.
CURRENT FAVE GAMES: ULTRAMAN, STREETFIGHTER II, GG SHINOBI



Here at MEAN MACHINES we are committed to giving you the most in-depth console reviews. Here's how they work.

GAME DIFFICULTY: This tells you how easy or tough the game is. If you're a novice player, easy games should keep you happy. If you're a veteran joystick-jockey, medium or hard games are recommended.

LIVES: Tells you how many times can you die and still return from the grave.

CONTINUES: Tells you how often you can restart from where you died. Beware: too many continues can allow you to finish the game too quickly, and seriously damage your enjoyment.

SKILL LEVELS: Many games let you fix the difficulty level for yourself, so you can increase the challenge if you get good at it. This tells you how many skill levels there are.

RESPONSIVENESS: Is it humanly possible to avoid that mutant's death-beam, or does the joystick refuse to obey your frantic commands? This section lets you know!

PRESENTATION: This is an important part of any game. Are the instructions clear (and in English)? Do the option screens make sense and look pretty? Is the screen well laid out? Is there plenty of in-game info? This rating tells you all.

GRAPHICS: This includes not only the quality of the sprites and their animation, but the backgrounds as well. Graphics are judged not only on their prettiness, but on how well they are suited to the game.

SOUND: The difference between a booming, catchy intro tune and a few weak bleeps that sound like a dying Spectrum is indicated here. Music and effects can make a big difference to a game, so don't ignore this factor.

PLAYABILITY: Some games you just can't stop playing, no matter how late at night it is. This measures the addictiveness of the game, and how much you'll think about it - even when you're not playing it!

LASTABILITY: You don't want to spend your cash on something that will only last a week. Check this box out to judge if you are going to be playing it in a month, or be bored with it within a week.

OVERALL: This is it. This mark takes into account all the above ratings and acts as a guide to the game's overall quality. If a game scores over 90%, it's a Megagame and is well worth buying!

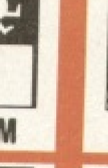
PLAYERS: Simply tells you how many players can play the game - either simultaneously, or one after the other.

GAME TYPE

These nifty icons show you what sort of game it is - here's the full list:









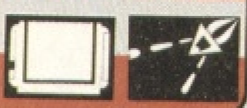






BY:'TRONIC ARTS
PRICE: £39.99
RELEASE DATE: JAN
GAME DIFFICULTY: MED/HARD
LIVES: 3
CONTINUES: 1-5
SKILL LEVELS: 1
RESPONSIVENESS: GREAT





PRESENTATION 91%
The game is very well presented, with plenty of options. Nice presentation screens as well.

GRAPHICS 91%
A nice variety in all the backdrops and sprites.

SOUND 72%
Decent enough effects, but the tunes are slightly lacking.

PLAYABILITY 87%
Plenty of really decent shoot 'em up thrills on offer - shame about the extra weapons though.

LASTABILITY 81%
The two-player option keeps the thrill-level high, and in the single-player mode there's plenty of long-term challenge.

OVERALL 85%
A tough and addictive vertical scroller, which could have done with some better power-up weapons. Recommended to hardened blasting freaks.

MARKS

90+
A MEAN MACHINES MEGAGAME! A completely superb game which shouldn't be missed.
80-90
A very, very good game which just misses out on the Megagame award due to minor deficiencies. Definitely try it.
66-79
A pretty good game which should still appeal to fans of the genre.
45-64
An average game - might disappoint some fans.
30-44
Below average. Very few players will get much entertainment.
11-29
A very poor game indeed which will only be played a few times before being shelved.
14-
An utterly ghastly travesty which should be avoided at all costs.

AWARDS

MEGAGAME
When you see this on a review, it means that the game has gained the highest award MEAN MACHINES can bestow. And if the game is for your machine, you better start saving for it now!

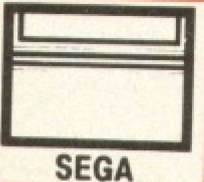




CLASSIC
This is given to a golden oldie which MEAN MACHINES decides to review. Although the game has been out for a while, if you haven't got it in your collection, you're missing out.

FORMAT

This icon tells you what type of cartridge the game is on - here's the full list:

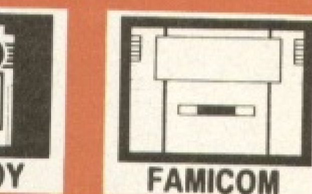












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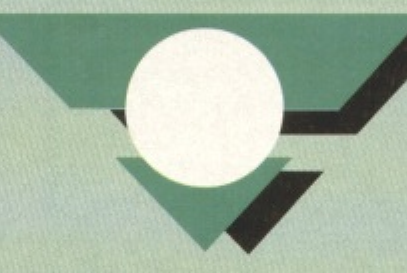
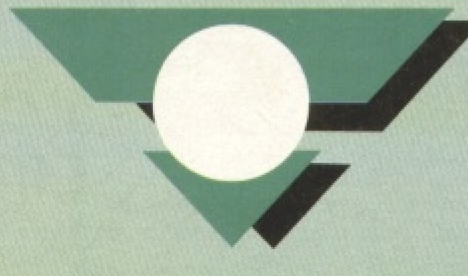
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THREE NEW TITLES SLIP OUT

Three new official Megadrive titles recently managed to slip out under the MEAN MACHINES radar system (ie Sega couldn't organise themselves to get the games to us in time for a full review this issue), and they are Gain Ground, Arrow Flash and Shadow Dancer.

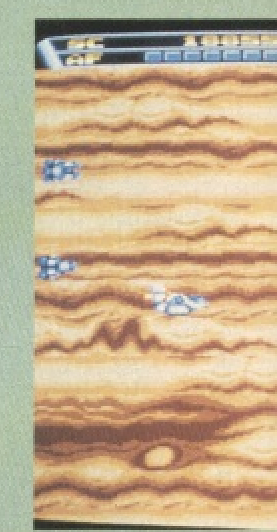
Shadow Dancer is a fairly good Ninja game. The graphics, sound and gameplay are nowhere near as good as Revenge of Shinobi, but it should appeal to beat 'em up fans nonetheless.

Sadly, the other two are very poor examples of Megadrive software. Gain Ground is a conversion of a very obscure Sega coin-op that utterly bombed when it was released a couple of years ago. The graphics and sound are quite good, but the bland and unexciting gameplay won't keep you at your Megadrive for very long at all.



Arrow Flash is a pathetic horizontally scrolling shoot 'em up - one of the worst available on the Megadrive - and features rubbish graphics, feeble sound and very tedious gameplay. Why didn't Sega release something like Thunderforce III instead? Who knows, but even if you're desperate for a blast, you should avoid this it at all costs.

Hopefully the next batch of games will be a bit more exciting - we'll keep you posted.

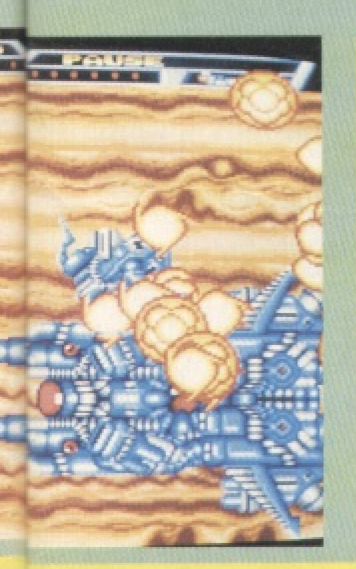




MINDSCAPE'S LITTLE MIRACLE

Here's something to take the pain out of piano lessons. Mindscape's Miracle Piano Teaching System consists of a 49-key piano keyboard which connects to the joypad socket of your Nintendo, and a Nintendo cartridge which contains all the teaching software. The keyboard (which can operate independent of the Nintendo incidentally) produces 128 digital instrument sounds in 16 note polyphony, has built-in stereo speakers as well as a headphone socket and has 8 channel MIDI-in and MIDI-out ports. The system also comes with a plug-in sustain pedal.

Features such as these would be hard come-by on sub-£300 synthesizers, and Mindscape reckon that the tutorage from the software would be worth around £2,000 of a human teacher's time, so it comes as a pleasant surprise to find that the whole Miracle system (which doesn't include the NES) will be priced at only £199.00. Expect it in the shops in September, and a full review in MEAN MACHINES then.



SEGA GET INTO FIRST GEAR

After many months of selling on grey import, the Game Gear has finally been officially launched in Britain. Sega's colour handheld should be in High Street shops as you read this, selling for £99.99. For that price the punter gets only the Game Gear itself, without a game, a mains adaptor or batteries. A full package with these essentials is something Sega's UK distributor, Virgin, is considering for release later this year at a higher price.

The first batch of seven releases comprises Super Monaco GP, Columns, G-Loc, Wonderboy, Dragon Crystal, Psychic World and Mickey Mouse.

This means the colour handheld war is now officially declared, and at this price, the Game Gear fairs badly against Atari's much more powerful Lynx, which is currently retailing in a similar package (ie without a game or a mains adaptor) at only £79.99.

Still, with new and much more exciting titles in the pipeline (check out GG Shinobi in the Japanese news), plus the TV adaptor (which should retail at around £70.00), this Christmas should see a pitched battle between the two machines.

DON'T CALL US! CALL THE NINTENDO HOTLINE!

Stymied by the horse-headed boss in Adventure of Link? Bombed by Bowser in Mario 2? Sounds like you need professional help. In which case, don't ring MEAN MACHINES, ring the trained specialists on the Nintendo Hotline. Eight "counselors" have undergone three month's coaching on all the NES games officially available, and they're waiting for your call between mid-day and 8 PM, Mondays to Fridays, and Saturdays from 9 in the morning till 3 in the afternoon. They take 3,000 calls a week, the majority of which concern Legend of Zelda and Simon's Quest.

Pictured here are the counselors, but don't let that put you off. The number to call is...

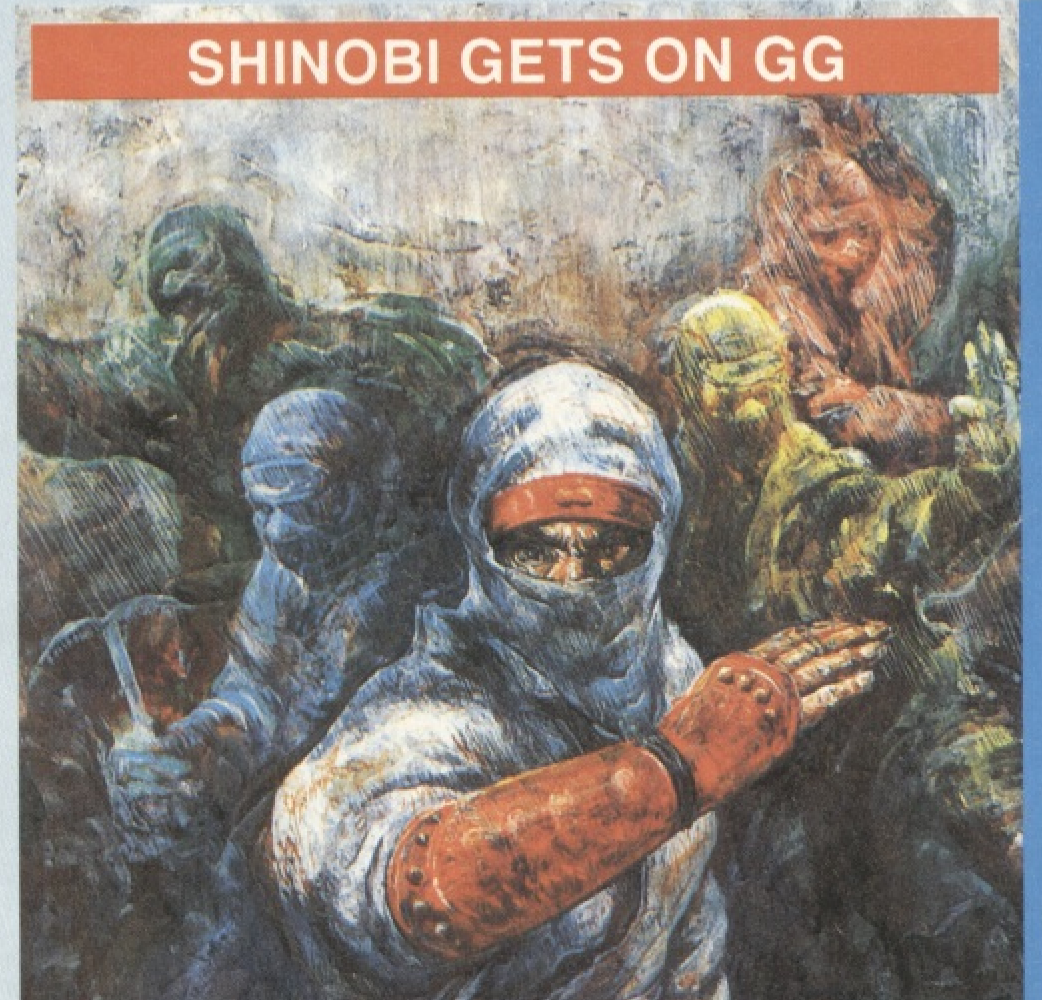
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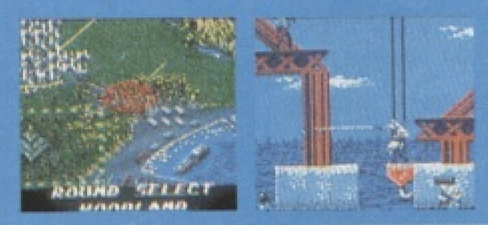
So now you now. By the way, they don't answer questions on the Super Famicom - so don't go ringing them about that. Ok?

ニュース

NEWS FROM JAPAN

SHINOBI GETS ON GG





SOFTWARE BUILDING ON SUPER FAMICOM

Also just out in Japan is the Super Famicom version of the classic town planning caper, Sim City. In it you have to construct a city from nothing, get it populated, create industry, and then keep it all going for as long as possible. Sounds dull? It isn't, and this version is probably the best of the lot. As well as all the novelty disasters like tidal waves, earthquakes, plan crashes and even monster attacks, the Super Famicom version shows seasonal changes by changing the screen colours, and it even lets you build your own house (which is bigger than all the others in the city). The only problem is that all the text (and there is a fair bit) is in Japanese, so even if you wanted an imported version it would be wise to wait for the American Super NES version.





One of the most exciting new Super Famicom releases is Super Ghouls 'n' Ghosts, a pseudo-conversion of Capcom's topper coin-op which starred a ghost-busting knight in shining armour. We say "pseudo-conversion" because this actually has more in it than the arcade game, and uses the Super Famicom's amazing sprite chips to the max, rocking platforms and even the whole screen to give the courageous cavalier a right old run for his money. If the game isn't available from importers as you read this, it soon will be, so if you want it, get on the blower!



Doing the rounds on the Megadrive in Japan (and in your favourite importer's warehouse) is Bonanza Brothers, the conversion of the cult Sega arcade game. It's a split-screen one or two player game which puts you in the burglary business and sets you off on robbing banks and houses, without being caught or shot by the numerous security guards who are on the prowl. The arcade game was quite a laugh, and from what we've seen of it, the conversion is pretty faithful.

ニュース

NEWS FROM USA

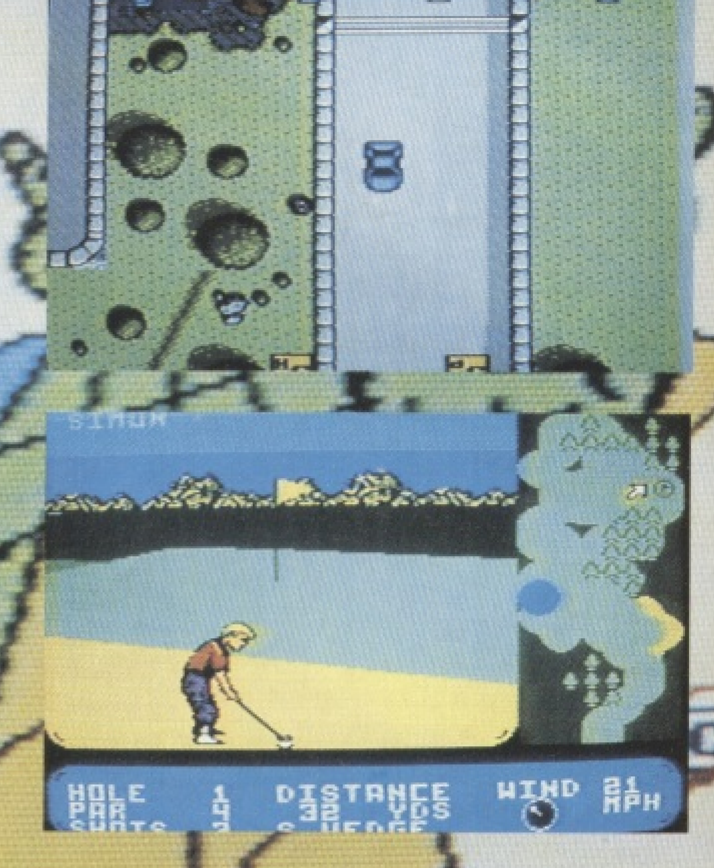
GOLF POWER

GREMLIN GO TO HOLLYWOOD

British software merchants Gremlin Graphics have just had two of their Amiga games released on Nintendo in the USA. The two are Greg Norman's Ultimate Golf (renamed Power Golf for the American market) and Super Cars (which hasn't been renamed at all).

The first is a jolly 3D golf game which lets you shoot for birdies on some of the world's most famous courses, and if they're not good enough, you can design 18 holes of your own using the extensive course designer, then save them to the cartridge's battery-powered memory.

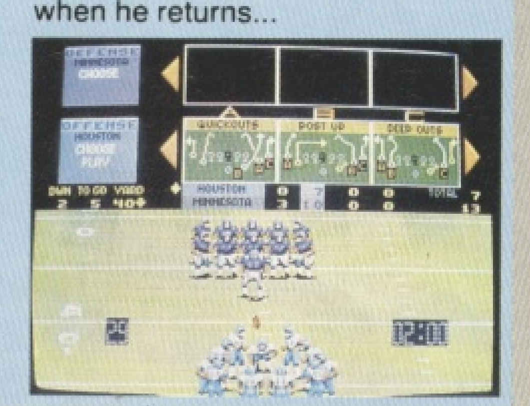
Supercars is a Super-Sprint style race game, in which you have to pilot your sporty speedmobile around all sorts of hairy courses. Beat the rest of the field and you earn big money to equip your car with engines, tyres, weapons and shields, or even a completely new car!



ELECTRONIC ARTS START ON SUPER FAMICOM

As you read this a certain Mr Rignall is living it up in Chicago, USA at the Summer Consumer Electronics Show. Buying some of the drinks (non-alcoholic of course) are Electronic Arts who will be detailing their upcoming Megadrive/Genesis releases, as well as a few of the games they plan to launch when the Super NES (the American Super Famicom) hits the shelves over there later this year. And they are, on Genesis, NHL Hockey, F22-Tactical Fighter, Might and Magic - Gates To Another World, Road Rash, Starflight, The Immortal and Earl Weaver Baseball.

The three Super NES releases are even more exciting. They are PGA Tour Golf, Lakers vs Celtics and the NBA Playoffs (which it seems is one of the few American titles which will never be officially released in Britain because the NBA won't allow it), AND (wait for it) John Madden Football! Rooty-toot-toot! Expect all of these to be available on import (if not officially) by Christmas at the latest, and expect Jaz to bring back lots more info on these and many more brilliant new games when he returns...



SUPER STUFF FROM MINDSCAPE

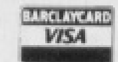
As soon as the Super NES (that is, the American Super Famicom) is released later this year, Mindscape will be releasing at least three titles for the machine. The two which have been confirmed are Captive (a British Amiga game, which won many awards for its 3D adventure-type gameplay) and Paperboy II (sequel to Atari's fairly popular delivery-boy game). Word also has it that Gauntlet II will also be converted to Super NES, and that should be something really special!







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WRESTLE WAR

And now! Lay-dees and gentlemen! Here is your chance to become King of the Ring in this techno tussling tournament which pits you, as the handsome and heroic Bruce Blade, against eight rambunctious wrestling rednecks. Play solo and Bruce is entered into an All-American tournament, but if another player wants to join in, he can choose to fight as any of the eight opponents in a one-off battle of biceps.

Bruce begins the tournament as a relative unknown, and to get onto the circuit he first has to beat the rather unskilled Mohawk Kid. With The Kid out for the count, you can then choose Bruce's next opponent from one of five who come from all across the USA. Beat this gang of mean matmen, and you've made it to the semi-final, where Bruce faces Buckskin Rogers. In the unlikely event that Rogers is beaten, Bruce finds himself in the final with only Grand Kong, America's hardest wrestler, standing between him and the champion's belt!





▲ *Sent flying by Mr Beardie-Weirdie!*



A RINGSIDE VIEW

Although the playing area in Wrestle War is quite small, it does scroll to follow the protagonists around the ring, and in a one-player game, the viewpoint flips over so that Bruce Blade is always at the front. This way you always get a good view of the action. Of course, just like the real thing, the fight isn't confined to the ring! If either wrestler is thrown through the ropes, the other can follow, and continue the fight while the invisible referee counts them both out. To lend a little support, you can grab a nearby chair or other heavy object and start beating your opponent over the head with it!

IN THE RED CORNER...

THE MOHAWK KID

The first fighter Bruce has to beat. He starts with only half Bruce's energy and is easily trashed.

MR J



A hockey-masked Minneapolis mauler who would be happy to spend hours applying the sole of his boot to Bruce's face.



SLEDGE HAMMER



The scourge of the San Francisco rings, this guy will try to mash your head with a knee-drop if he can get you on the mat.

DAN DAMBUSTER



When you live in New York you have to be tough, and Dan, Dan, the butt-kicking man is certainly no exception!





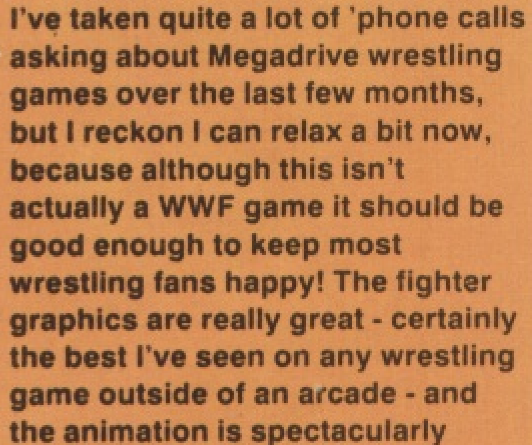


▼ *Once outside the ring, anything goes - including chairs!*



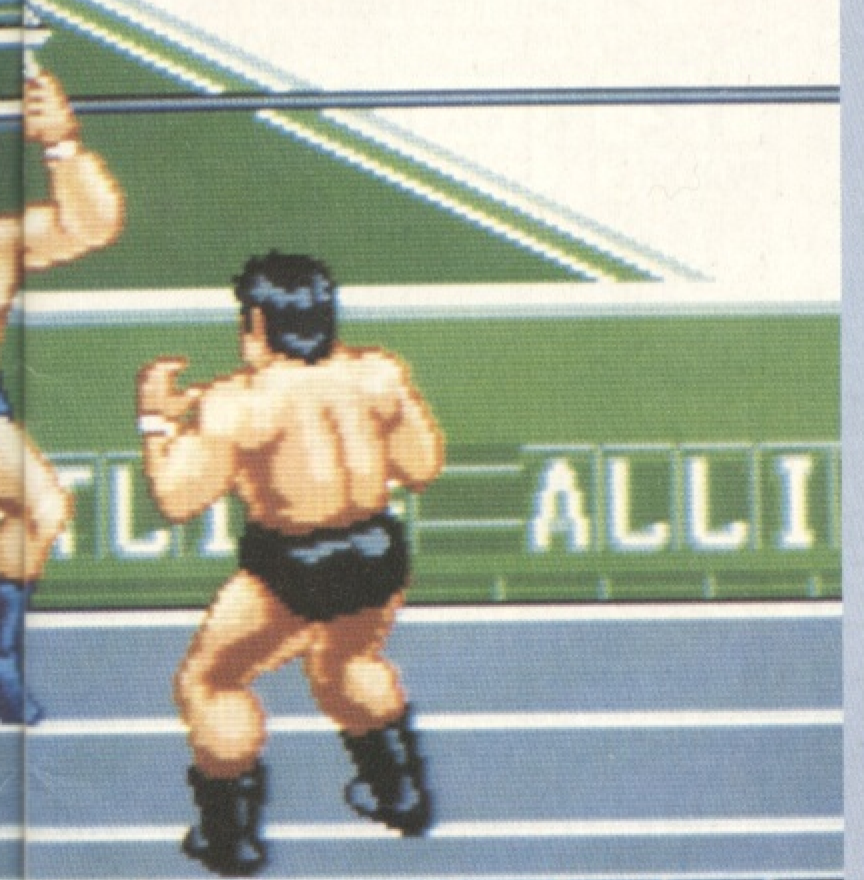
▲ *The deadly pile-driver!*

COMMENT



PAUL

I've taken quite a lot of 'phone calls asking about Megadrive wrestling games over the last few months, but I reckon I can relax a bit now, because although this isn't actually a WWF game it should be good enough to keep most wrestling fans happy! The fighter graphics are really great - certainly the best I've seen on any wrestling game outside of an arcade - and the animation is spectacularly dynamic. There is quite a bit of skill involved in the gameplay, and though the control system will more than likely break either your wrist or your joypad, it all adds to the frantic fun. Definitely the champion Megadrive tussling game.





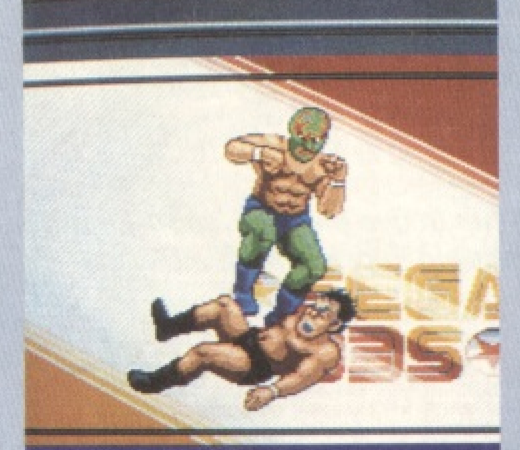


▲ *Sledgehammer*



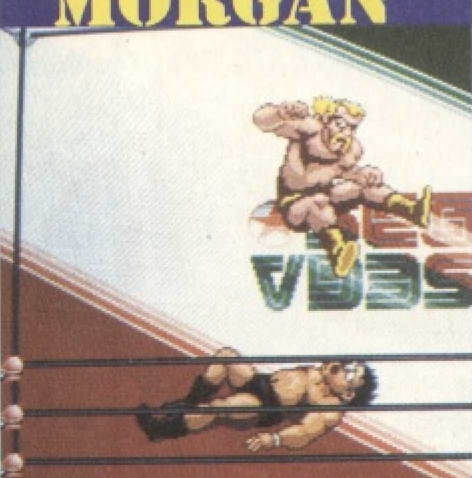
NIMROD FALCON





This Miami masked marvel's only vice is that he just loves to put half-baked wrestlers on the floor.

TITAN MORGAN



A blond Texan hard man from Dallas. He's another one who likes to leap on your face when your on the deck.

BUCKSKIN ROGERS



The second-toughest wrestler in America, and he's not ashamed to let it show. Beat him and you're in the final against...

GRAND KONG



Aptly-named, this gorilla is the American champion and he's not about to let some two-bit tussler in cheap black shorts take his belt.





▲ *Getting it in the neck!*


▲ *Press all the buttons to stand.*


▲ *Send him crashing down!*

MATMEN MANOEUVRES

The control buttons are defined as punch, kick and hold. The first two are straightforward enough, but the third locks the wrestlers in a clinch. As soon as this happens, you quickly choose the move to use next, hold down the corresponding direction, and start hammering away at either the B button (for a slam) or the A and C buttons for a rope throw. In a two-player game, whoever presses fastest gains the advantage and sends his opponent flying across the ring.



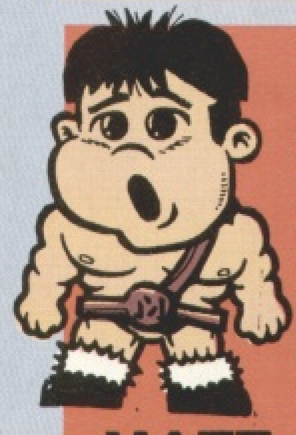
After a rope throw, you must prepare for the opponent's rebound, and press one of the three buttons to perform either a Lariat (stick out your arm and catch his neck), a drop kick, or a shoulder throw (bend down and throw him over your shoulder).



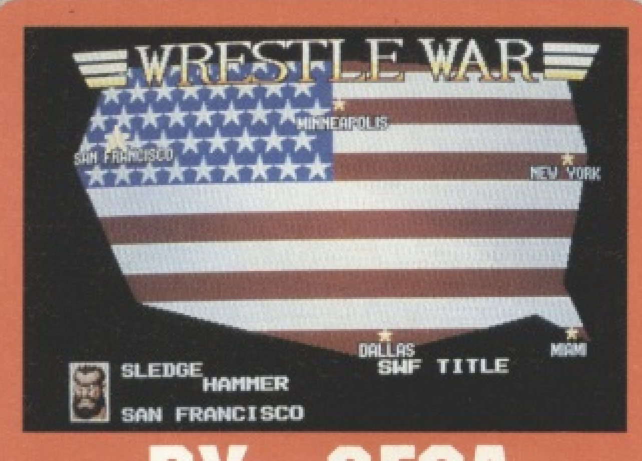
Similarly, if your opponent is on the floor, the three buttons provide three options - help him up (by the throat), stomp on his body (some characters can also do a knee drop to the head) or him to the floor. Keep him down for a count of three and you've won the match.



COMMENT

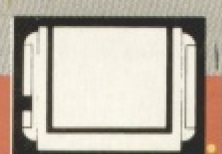

MATT

Wrestling is a silly sport, so it's good that this is a silly game. Not as silly as Ringside Angel, admittedly, but lots of laughs nonetheless. The challenge is easy enough at first but soon gets tricky (unlike Ka.ge.ki where you can win every game with one move). The wrestler sprites are chunky with superb animation and the only graphical annoyance is the screen switch that happens when they move around the ring. Like Paul I think you'll get lots of enjoyment out of this, so buy, buy, buy!



BY: SEGA
PRICE: £34.99
RELEASE DATE: JULY
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: GOOD






PRESENTATION 82%
An easily accessible options screen and good single or double player options.

GRAPHICS 90%
The playing area isn't given much screen space, but the graphics for the fighters and all their moves are spectacular!

SOUND 88%
Lots of sampled grunts, cheers and announcements backed by a fairly funky tune.

PLAYABILITY 87%
The control system is quite easy to get to grips with, and after that the game is great fun for one or two players.

LASTABILITY 85%
Long-lasting fun in two player mode, and the tournament should take some winning too!

OVERALL 88%
One of the few really good computer wrestling games. A must for lovers of the sport.

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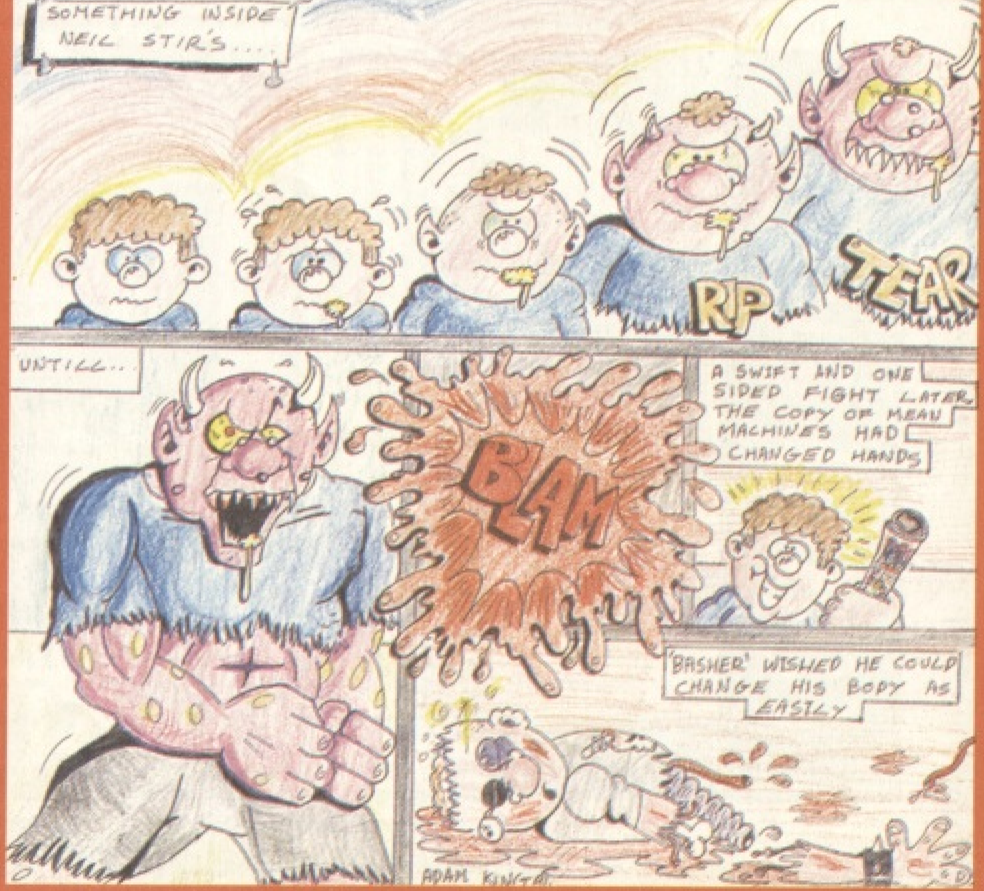
MEAN YOB!

WARNING! LETTER ZONE!!!

His nose might feel as if he's stuffed two footballs up them, but the ill YOB is here to read your letters and write more classic replies. Just don't ask him to say "I'd like a second class ticket to Nottingham", or you'll be likely to get a fist in your face. If you've got anything super to say. Or something crap to say. Or have some pictures, photos, jokes, poems, grievances... or anything you think might interest the YOB, send it to: YOB'S SNOTTY MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. And don't forget that there's a star prize of £150 for the letter of the month...







IT'S ALL A QUESTION OF TASTE

Yo MEAN YOB,
If you are truly a MEAN YOB you will print this letter. Anyway I am mad on WWF Wrestling games on the Megadrive is there any in the shops? Well I don't know but you YOB must surely know. I get MEAN MACHINES every month and if I missed an issue I would hit my head ten times with a sledge hammer (but I never have).

Can you tell me the best game on the Megadrive. I look at loads of Megadrive top tens and the best Megadrive game is different on every top ten. I think there should only be one best Megadrive game! Please could you make MEAN MACHINES thicker because when I first bought MEAN MACHINES I thought it was worth it. I liked all the reviews and it's a mega, cool, trendy mag so keep up the good work.

Niall Gallagher, Birstall, Leicester

YOB: I thought it would be obvious why lists of best Megadrive games differ, but I'll explain anyway. It's because people's taste in games are different. For example, Jazza's top three Megadrive games are John Madden's Football, Sonic the Hedgehog and Revenge of Shinobi. Matt likes Sonic the Hedgehog, John Madden's, and Mickey Mouse. I personally like Ghouls 'n' Ghosts, Revenge of Shinobi and Rambo. So you see, it's all down to personal taste.

WHINGIN' ON

Dear YOB,
I am writing for me and other distressed Megadrive owners. When the Megadrive was released everyone said it was the best console and nothing could match it. You even said it was the console to buy, so us with cash went and bought one. Couple months later the Super Famicom comes out and every game on it gets a Mega Game.

Here I am, I've begged my Dad for yonks to get a console and he always said, "Get a computer" and finally I get a Megadrive, the Super Famicom comes out. I got a Megadrive, the two decent games Super Monaco GP and Strider, I'm short of cash and envy the Super Famicom.

James Sinclair, London SW5 (A jealous Megadrive owner)

YOB: Oh dear! What a sad state you've worked yourself into. Just because a console or computer is superseded, it doesn't instantly becomes rubbish. It just becomes the second best piece of equipment available. It's the same with any piece of technology - cameras, hi-fi systems, cars, computers, television sets, videos... the list is endless. So stop worrying and think yourself lucky you've got a Megadrive. There are thousands of people who would love to have a machine like yours!

CHART-TASTIC

Dear MEAN YOB
I've got some good ideas for your magazine, as well as the normal charts you could write alongside the MEAN MACHINES' gang's own top ten fave games for each console and change it every month. Also for a poster why don't you just nick a good picture of a Megadrive cartridge case eg Revenge of Shinobi, Moonwalker and Mickey Mouse are good.

James Tedstone, Blackwood, Cardiff

YOB: That sounds like quite a good idea, but the team already list their favourite games on the editorial page! Your poster idea has been taken into consideration - keep watching those centre pages!



▲ *Neil Collman sent us this great picture*

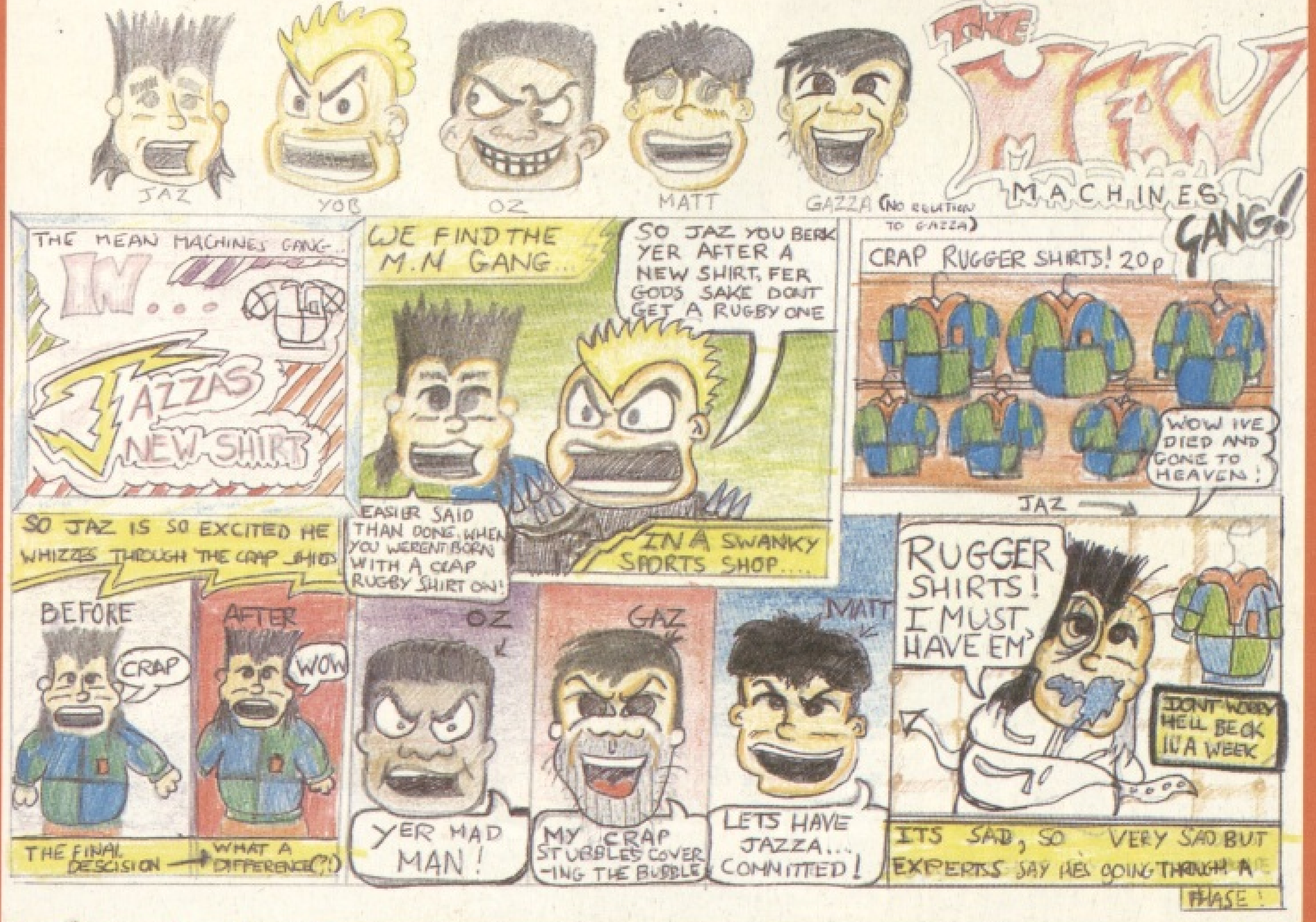
P'O-ED POSTERPHILE

Dear Mr MEAN MACHINE
I would like to complain about the issue that came out on the 7th of April. On the front of this particular edition it said that inside I would receive a poster (or mega pull-out as you call it) of Bart Simpson. So I scrimped and saved my last bit of pocket money to buy this special magazine. But to my disgust when I opened the magazine I found it was not a poster at all just a reject front cover. "What a rip-off!" I thought. It's bad enough having to pay 1.75 for a bundle of paper without paying for REJECTS!

I now know why you are called MEAN MACHINES because that is exactly what you are; mean! I'd have thought that you would be able to afford a decent poster of Bart Simpson after charging 1.75 for each edition. All I can say is I'm deeply shocked and also love your magazine and buy it every month!

Lisa Carlisle, Horsforth, Leeds

YOB: Ah well, that's life. Actually, the poster was messed up during the colour processing - all those horrid brown colours should have been red. Still, we hope to make up for it in the not too distant future.



◀ *A great (and sick!) cartoon from Adam King.*

▲ *The mad and tasteless Jaz from Noel Mellor of Clifton.*



Once again we reach that question and answer scenario where clever clogs smart ass Jazza Rignall puts on his special answering trousers and replies to all of your queries. If you've got a question that you simply must have answered, why not write in? Any question - or questions - will do, as long as they're reasonable, and Jaz will always find the answer. That's why he's a clever clogs smart ass. The address to write to is: HERE'S A FEW QUESTIONS FOR SMARTY PANTS JAZZA, Q+A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

SHED SOME LIGHT

Dear Jaz,
I have some questions to ask about the Gameboy.

1. Is it worth getting the light and magnifier for the Gameboy?

2. How much do they cost?

3. Also what is the best game out for the Gameboy?

Lee Toms, Strood, Kent

JAZ: Well, in answer to your first question - it all depends on how much you want to play your Gameboy in the dark. How much? Check your shops and find out. The best Gameboy game other than Tetris is Super Marioland.

THREE SADS AND ONE HAPPY

Dear Jaz,
Could you please answer the following questions.

1. Is Super Mario Bros 4 coming out on the Nintendo or is it just out on the Super Famicom?

2. Do you know when - or if - the following games will be released on the NES? Chase HQ and Snow Bros.

Nez the Bez, Monmouth, Gwent

JAZ THE SPAZ: Sad news: Super Mario 4 is out on the Super Famicom only. More sad news: Chase HQ won't be appearing on the NES. Happy news: Snow Bros is currently being programmed in the US. Back to sad news: release dates in the UK, if there will be any, are yet to be announced.

LYNX? LYNX??

Dear Jaz,
Just a few questions, could you please answer them.

1. I own a Gameboy and I am hoping to buy a Lynx. Could you tell me if the Lynx that is now being sold for around £80 to £130 the new or old Lynx? If it is the old one is Atari just selling it cheap before they release the new ones?

2. Which is the best game for the Lynx?

3. Is Final Fight going to be out on the Amiga?

James Round, Davyhulme, Manchester

JAZ: The Lynx currently being sold in the shops is the bulky, battery-gobbling old design. What I can't understand is that if you've already got a Gameboy, what the hell do you want a Lynx for? I'd be happy with what you've already got, and invest the cash in some new games. The best game for the Lynx, if you're really interested, is Klax. US Gold are converting Final Fight to the Amiga (and all other home computers) and it'll be available during October.

SUPER FAMI-MUDDLE

Dear Jaz,
My parents have finally agreed to buy me a Super Famicom. However I cannot decide whether to get a Japanese version or wait and get an American one when it comes out.

1. Will the American version work on UK televisions?

2. Do you think the American version will be cheaper than the current Japanese import price? If so when will it be available from





OFF WE GO...

Dear Jaz,
I am on the brink of buying a Megadrive and I would be pleased if you could answer my questions.

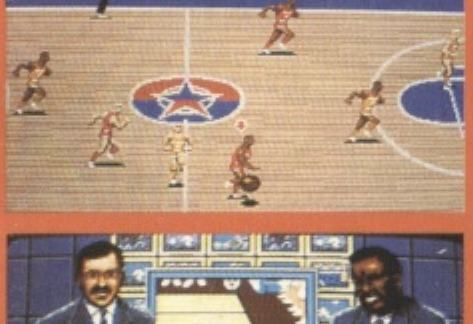
1. What is the game Lakers vs Celtics like? Is it better than Super Real Basketball?

2. Is it OK to buy a Megadrive which has been converted to run Japanese, USA and UK games?

3. Will Legend of Hero Tonma - my fave arcade game - be released?

Guy Dickerson, Chiswick, London







JAZ: 1. I personally think that Lakers is the best game - it's got more variety and has better gameplay than Super Real Basketball. 2. Obviously the Megadrive in question is an import, in which case it doesn't matter what has been done to it - it's up to the shop you buy it from to give you a guarantee. 3. Hero Tonma might well appear on the Megadrive early next year - I'll keep you posted.

importers in the UK?

3. Does the Japanese Super Famicom and its games come with English instructions?

Please help me as I am keen to get a Famicom.

Alastair Bowden, Alton, Hants

JAZ: What a trio of ruddy awkward questions. Right, the American Super Famicom, when it's launched in the US in November, won't be compatible with Japanese machines. It won't work on UK TV sets unless it's specially modified, and since making the modifications is expensive, that means it'll cost the same as Japanese Super Famicoms. Although Japanese Super Famicoms come with Japanese instructions, some importers do translate them into English - ask your dealer about it.

ELASTIC INTELLECT

Yo!

I'm getting a Megadrive but before I do I want to stretch your intellect by these questions.

1. Will a SCART or PAL Megadrive work on an Amstrad 664 (the monitor for the CPC)?

2. Can you get Tetris on the Megadrive?

3. Are official prices going to go down?

4. Will the American Game Gear machine work with English carts?

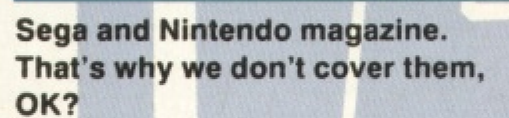
5. Will the new American Lynx work with the old games?

6. In America how much are Game Gears and the games?

7. Why don't you do reviews on the PC Engine, Game Gear, Lynx, PC Engine GT Express? Is it because three of them aren't official releases, but then why do you review Super Famicom games?

P Roberts

JAZ: Sp-a-a-a-ang! My intellect has been well and truly stretched with those veritable posers, I don't think. 1. No. 2. A version of the game did appear briefly at the beginning of 1990, but it wasn't official and legal action resulted in it being withdrawn from the market. 3. I should think so - keep watching. 4. Yes. 5. Yes. 6. About £89 and games are about £17. 7. For the last time, MEAN MACHINES is a Sega and Nintendo magazine. That's why we don't cover them, OK?



SUPER FAMICOM QUESTIONS

Dear Jaz,

Could you please answer these questions for the Super Famicom.

1. When is Super Ghouls 'n' Ghosts released?

2. Is Strider and Konami's Thundercross coming out?

3. Is there going to be a separate Nintendo magazine like the one you've made for the Sega?

4. Is there going to be a Complete Guide to Consoles 5?

5. How much would a PCB board cost for Ghouls 'n' Ghosts, Strider and Street Fighter II?

6. What is the maximum megabytes a SF cart can hold?

Thank you for answering my desperate questions.

Harmest Jandu, Glasgow

JAZ: Super Ghouls 'n' Ghosts won't be out soon enough for me! It's completely fantastic - check out the news pages and see what I mean. Neither Strider nor Thundercross will ever appear on the Super Famicom. I'd certainly like to make a Nintendo only mag - keep your legs crossed... The Complete Guide is no more, but there'll be plenty of other stuff coming out which will be miles better than the Guide ever was. PCBs are expensive - Ghouls 'n' Ghosts and Strider cost around £200, but Street Fighter II would set you back a whopping £800 - and then you'd need a £500 cabinet to play them on! Lastly, a Super Famicom cartridge can hold up to 2 megabytes of information.



MORE SUPER FAMISTUFF

Dear Jaz,

I own a Super Famicom and I would like you to answer a few questions.

1. Is Street Fighter or I or II coming out on the Super Famicom?

2. When is the CD-ROM coming out?

3. And is US Navy (better known in the UK as Carrier Airwing - JAZ) coming out for the Super Famicom?

James Herrington, London

JAZ: It looks like Street Fighter II will be out on the Super Famicom in February next year - something I'm very much looking forward to. The wait for the CD-ROM should be over by Christmas. As far as I know, Carrier Airwing won't be appearing on the Super Famicom. However, an enhanced version of UN Squadron will be out in July - and that should be brilliant!

FLOG NEO GEO FOR SUPER FAMICOM

Dear Jaz,

I am an unfortunate owner of a Neo Geo who is on the verge of parting with it for the dazzling Super Famicom, but before I decide I would be grateful if you could help me make the right choice by answering a few questions of mine:

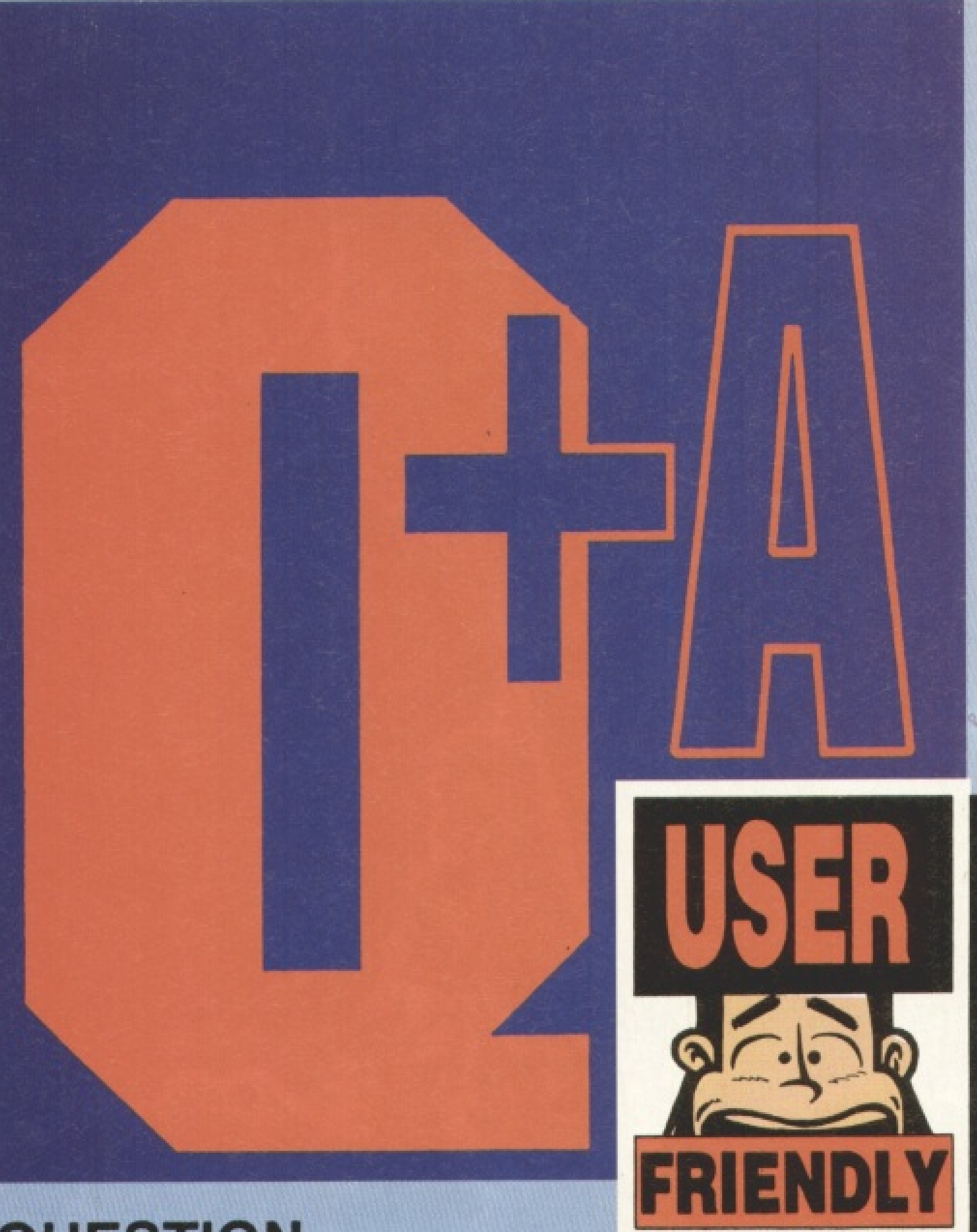
1. Is Street Fighter any good or even arcade perfect on the Neo-Geo?

2. Will the Neo Geo or its games ever come down in price?

3. Will the Super Famicom ever come down to the promised price of £200?

Robert Doisineau and Asten Parker, Woolwich, London

JAZ: It's not actually a conversion of the Street Fighter coin-op - it's something completely different which doesn't look much cop. The Neo Geo and its software don't look like they'll ever come down in price. The Super Famicom and its software will, though.



QUESTION CITY, ARIZONA

Dear Jaz,
1. In Guide to Consoles II Paul Glancey reviewed a game called Blaster Master and gave it an overall mark of 93%. Has it been released yet? If it has I must have been asleep. No one I know has ever heard of it.

2. Is Megaman harder than Megaman II? I got to the third part of Doc Wily's level in four days.

3. What is your opinion of Bayou Billy?

4. What are the top TV shows of each of the MM team?

5. Anyone insane enough to buy my heap of junk called an Amstrad CPC 464? I'd even settle with swapping it for a Super Famicom or Megadrive.

6. I had £150 and could have bought a Megadrive or saved for a Super Famicom but I blew it on a Gameboy and three games for my NES. Do you know the address of a good shrink? I must be mad!

7. Where can I get special thinking trousers to stop question 7 from happening again?

8. Gimme your Famicom, I beg you!

Anon, Hereford

JAZ: 1. Shortly after we reviewed Master Blaster, Nintendo decided not to release it in Britain. A shame really, because it's a superb game. 2. I think that Megaman is actually harder than Megaman II! 3. Bayou Billy is quite a neat little game, combining racing and beat 'em up action, and would get around 80% if we reviewed it in MEAN MACHINES. 4. Matt likes Film 91, Oz always watches Beverly Hills 90210, Gary likes the News and Antique Roadshow (what a boring git) and I'm an avid viewer of The Simpsons, 21 Jump Street and Twin Peaks (amongst other things). 5. I very much doubt it. 6. I don't understand - what do you need shrinking? 7. You need the special trouser selling man who wears special selling trousers - but he's out of town at a special trouser seller's convention selling special trousers. 8. Fog off.

GAME GEAR GUIDELINES

Dear Jaz,
For my birthday I got a Sega Game Gear plus these games: Mickey Mouse, Wonderboy, and Super Monaco GP. please could you answer these questions:

1. When it is officially released, will the English carts be compatible with my Japanese machine?

2. Is it true that an adaptor is being made to allow you to play Master System games on it?

3. Will you be reviewing the Game Gear games?

Jason Lawes, Chatham, Kent

JAZ: Yes, yes and as from next month.





HOW GOOD?

Dear Jaz,
I am a great fan of sports games and beat 'em ups, and am thinking of buying some. What do you think of these Megadrive games:

1. Shadow Dancer
2. Tongue of the Fatman
3. Strider
4. Ringside Angels
5. Super Volleyball

Also now that Kick Off is going to be released on the Super Famicom, does that mean that there is no chance of it appearing on the Megadrive?

Paul Doddridge, Liverpool







JAZ: I don't like Shadow Dancer much - it's nowhere near as good as Revenge of Shinobi. Fatman has superb graphics, excellent sprite animation and fun gameplay, but unfortunately lacks lasting appeal due to the fact that it's fairly easy to beat all the opponents. Strider is one of the best coin-op conversions available on the Megadrive. Ringside Angels is a laugh, but doesn't sustain long-term interest in one-player mode, and Super Volleyball is a good-looking, but ultimately boring simulation of the sport which suffers from a limited control method and lack of variety in the gameplay.

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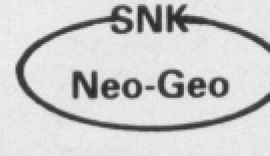
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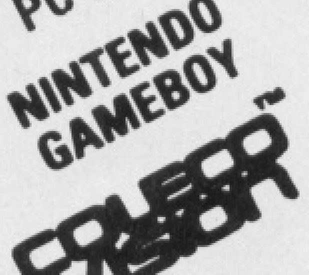
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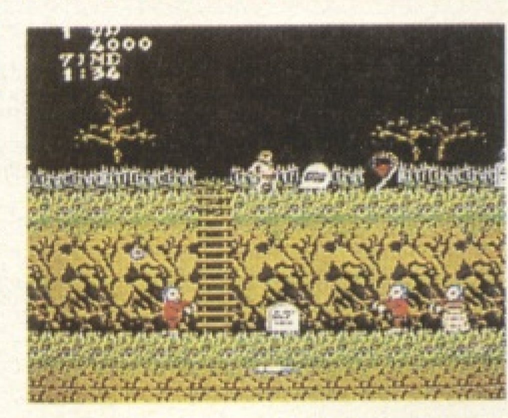


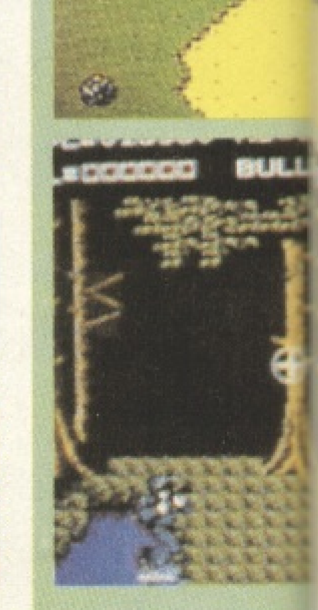


NINTENDO

GUNSMOKE

Here's a neat little trick that will sure come in handy when fighting those pesky bandits in the Wild West. When the title screen appears, press A four times, SELECT four times, RIGHT twice and then START. You'll now be the proud owner of a machine gun with three hundred bullets! Thanks to Sean O'Hare of Belfast for that convenient tip.

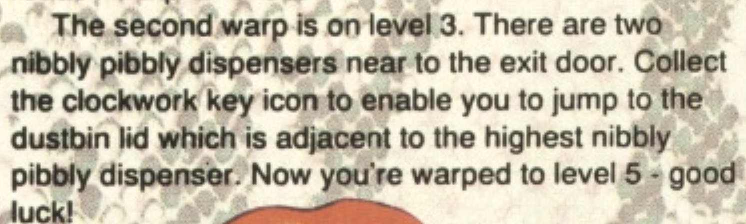




GHOSTS 'N GOBLINS

Sean O'Hare of Belfast has discovered a great stage SELECT feature for this game. When the title screen appears, press DOWN RIGHT on the pad while pressing B three times. Next press and release UP, hit B again three times, then press and release DOWN and B three times again. Now hit START and use the A and B buttons to SELECT the stage at which you want to begin the game!

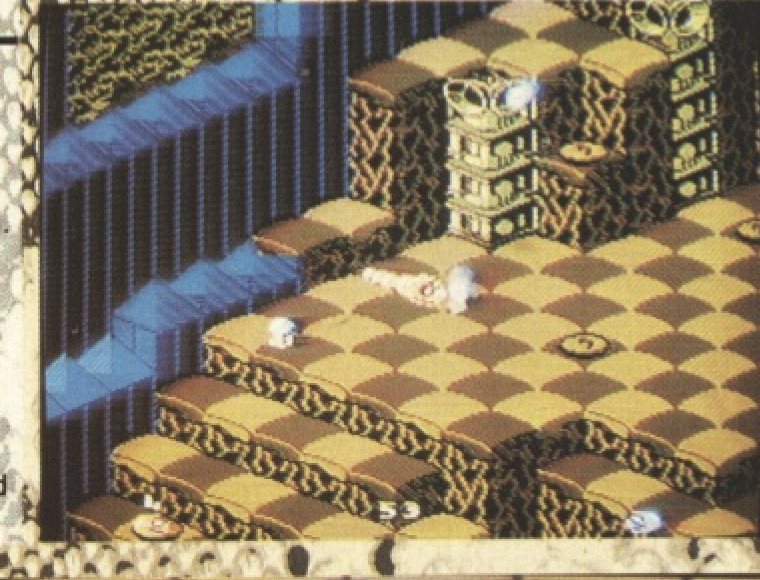




SNAKE RATTLE 'N ROLL

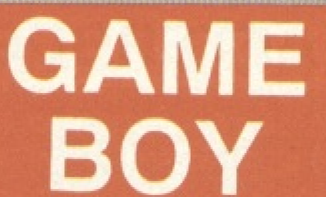
Mark Watkins of Clacton, Essex, has discovered two secret warps in this whimsical game. On level one there are two tongue icons. The second is opposite a single block standing in the water; jump on to it and keep pressing the fire button as if it were a dustbin lid. The snake will now be sucked in and a message reads "Warp to level 3".

The second warp is on level 3. There are two nibbly pibbly dispensers near to the exit door. Collect the clockwork key icon to enable you to jump to the dustbin lid which is adjacent to the highest nibbly pibbly dispenser. Now you're warped to level 5 - good luck!





Wah-hey! Wah-hoo! Wah-hee! It's tip-o-rama time, and have we got a pile of super duper cheats for you - just feast your eyes! If you've got anything to help fellow gamesplayers, write in. Cheats, hints, tips, complete solutions, maps - anything will do! Send them to: MEAN MACHINES TIPS, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. There's a prize of £150.00 worth of amazing console software for the sender of the month's best tips - this month Brian Wheeler of Port Talbot strolls away with the goodies. Next month it could all be yours...



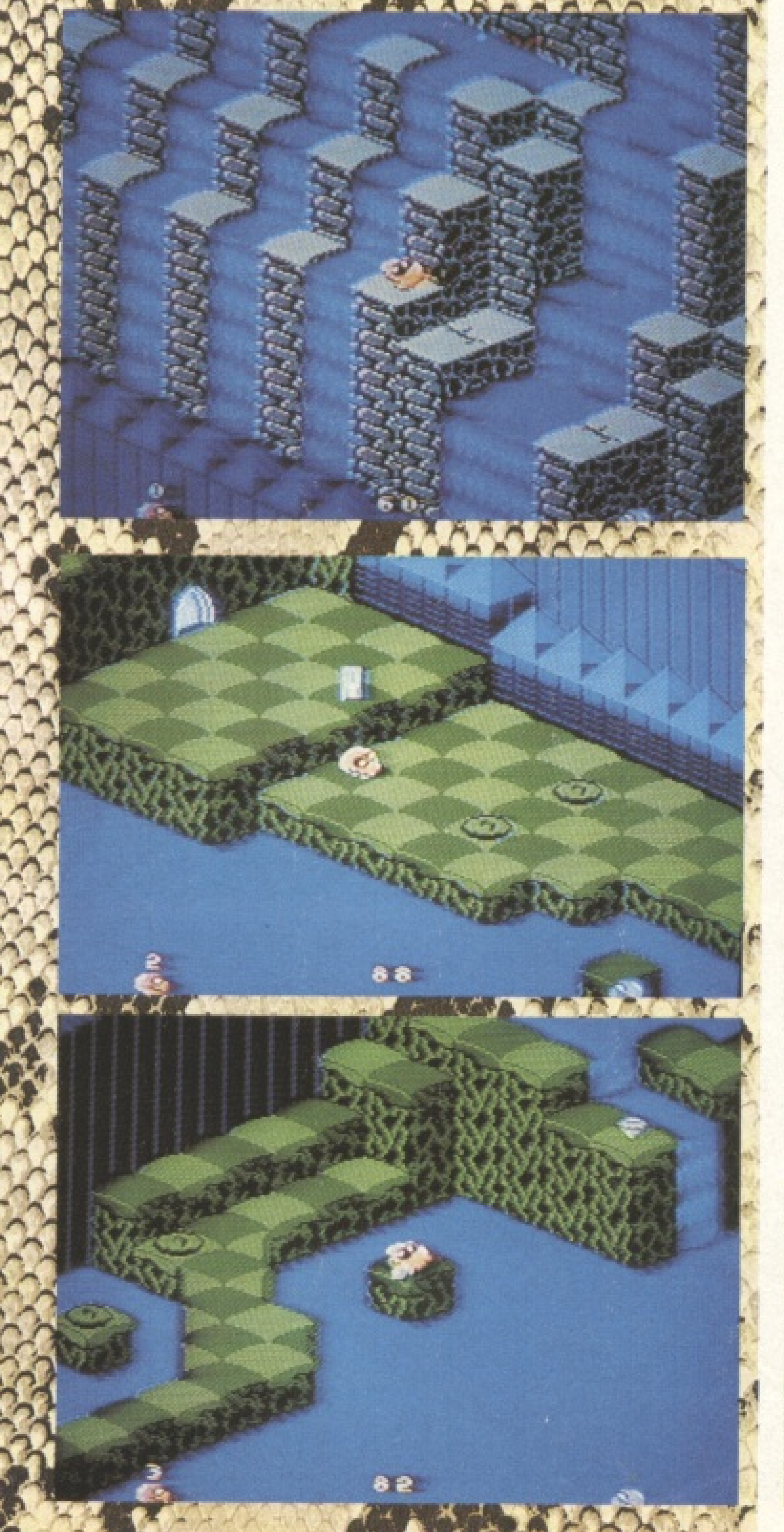
BAYOU BILLY

David Beardsell of Northwich, Cheshire, has sent in handy info about this relatively obscure game. Go to the practice levels before starting the game, because after completing the three levels there the reward is a Meat Ball, Free Life, and extra bullets.







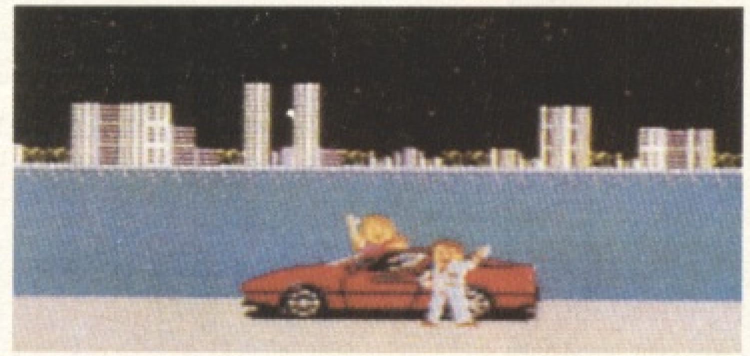


RAD RACER

When the car selection screen comes up, press START, then look at the speedometer (above the "distance covered" indicator). Pressing B adds two coloured squares to the speedometer, and every extra hit of the button will add a further two squares. Each set of squares indicates levels one to eight. When you've got the stage you want, press UP, RIGHT and START at the same time. Now you'll start at the level you selected. If you lose and want to remain at that level, wait until the display screen appears then press A and START together to start at the beginning of that level. This convoluted tip was sent by David Richardson of Speen, Berkshire!







SOLOMON'S KEY

Northern Ireland seems to be a stronghold of Nintendo owners! Dominic Kelly of Belfast has sent in this info. On level three, create a block on the top right corner then destroy it to gain an extra life.

If you hit one of the three jewels with Dana's Wand, a blue object appears. Collect it to get a fire ball!

GAME BOY

GARGOYLE'S QUEST

This popular Gameboy cart has proved no problem to Damien Nye of Bracknell, Berkshire. He's sent codes for all the sections of the game.

B44Y 5SI8
This takes you to the first village with the Nial Talisman x 2, and Vials x 5.

T6Y5 Y5EH
This takes you to the first village with the Gremlin stick, Poltergeist candle and blockbuster magic, plus Talisman x 3 and Vials x 1.

HRTD HKFQ
This gives you Dragon Armour, Talisman x 2 and Vials x 1.

CK4I RPIM
The same as above but further on in the game. Talisman x 2 and Vials x 2.

B6GG D7G5
Gives ductile armour, wing power and blockbuster magic. Talisman x 1 and Vials x 7.

9Q7Y ITSN
Gives the candle of darkness. Talisman x 3 and Vials x 6.

OQUE 5WEA
This takes you to the last village, with Talisman x 4 and Vials x 27.

MERCENARY FORCE

Hold down buttons A and B with SELECT, then press UP, DOWN, LEFT, RIGHT, then you'll have YEN 50,000 instead of YEN 5000 which is handy for buying energy. Gratefully received from Nicholas Stevens of Shoeburyness, Essex.

PIPE DREAM

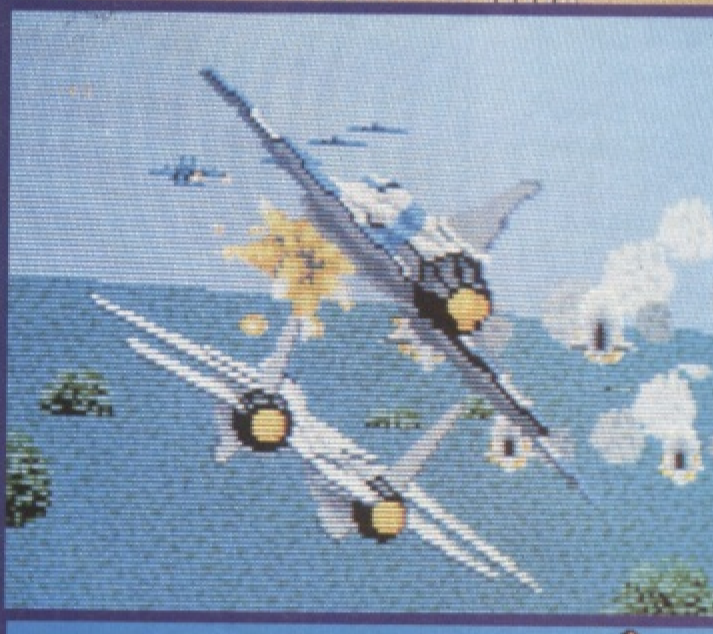
Martin Hills of Sittingbourne, Kent has completed this fab puzzle game and has been kind enough to send in the codes. THere are as follows:

STAGE 5: HAHA
STAGE 9: GRIN
STAGE 13: REAP
STAGE 17: SEED
STAGE 21: GROW
STAGE 25: TALL
STAGE 29: YALI

AFTERBURNER II

To choose the starting level, press and hold A, B, and C then press START. This should be done on the second intro screen (the one with START and OPTION). If you do this correctly the aircraft carrier comes UP with Stage SELECT. Move the joypad LEFT or RIGHT to SELECT, then press START. Thanks to Daniel Gibbons of Hatfield, Hertfordshire for that!

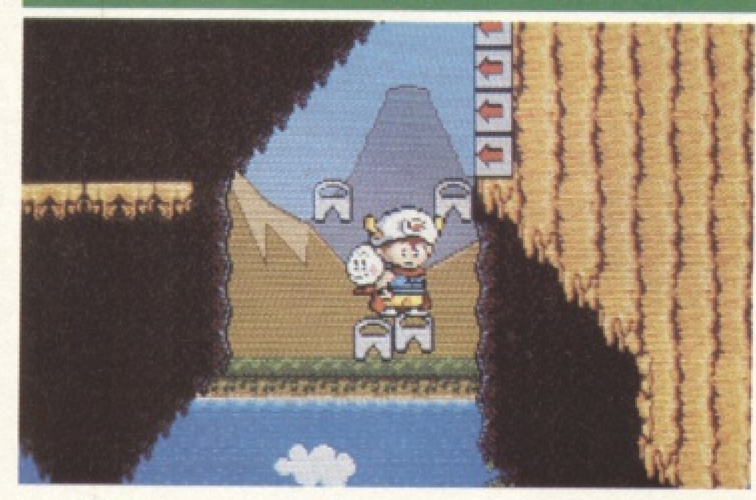


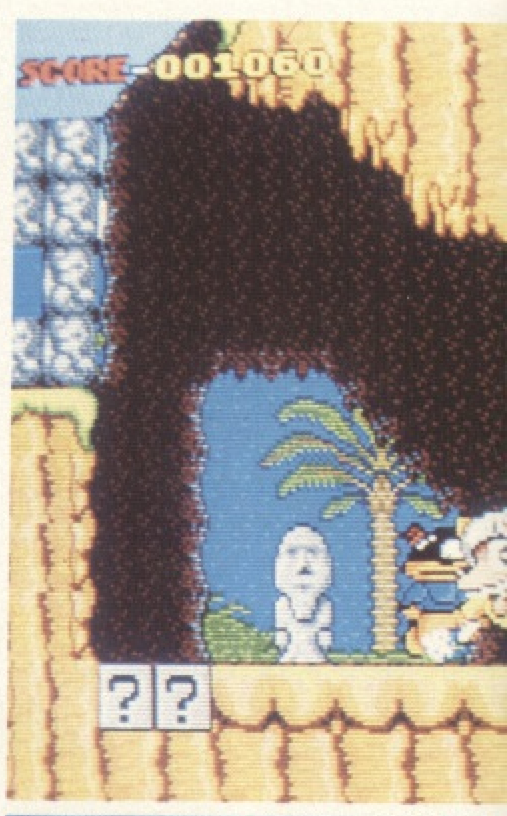






MAGICAL FLYING HAT TURBO ADVENTURE





HI POTION
Gives a higher jump for 10 seconds.
S POTION
Gives a longer punch for 10 seconds.
BLUE/RED PILL
Changes the hero to either a helicopter or submarine with full shields for 10 seconds, providing he's got the egg with him.
YELLOW/RED PILL
Turns our hero into an invincible cat robot, armed with a cannon, for 15 seconds. Can only be used on end of level guardians. No egg's needed though.





MUSHA ALESTE

Raymond Fu of London SE1 has sent in some useful tips for this shoot 'em UP.
FOUR POWER UPS
Pause the game then press B, B, C, B, B, C, UP, DOWN, A.
FIVE EXTRA LIVES
Pause the game and press RIGHT, DOWN, RIGHT, DOWN, LEFT, UP, LEFT, UP, B, C, A.
TWENTY SPECIAL WEAPONS
Pause the game and press UP three times, DOWN three times, LEFT three times, RIGHT three times, C, C, B, A.



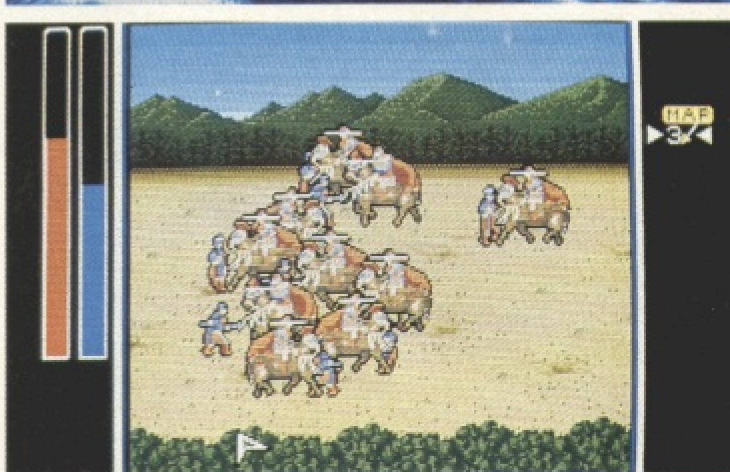




AMBITIONS OF CAESAR

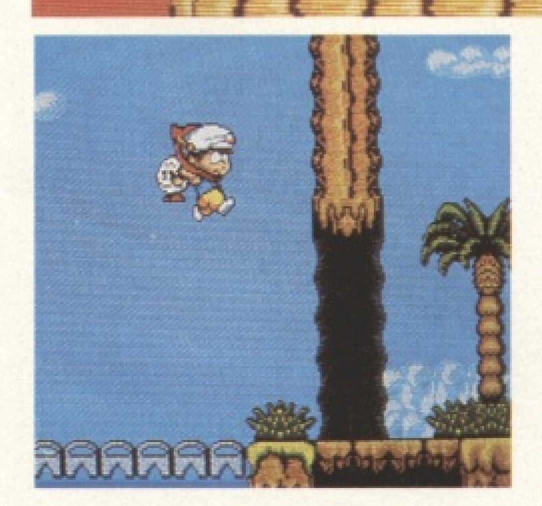
Having trouble getting past the first stage of this rather strange strategy game? Well, Steven Cain of Chingford, London has sent in a code for the next part. Just enter L 3 F H P O Z N G W.



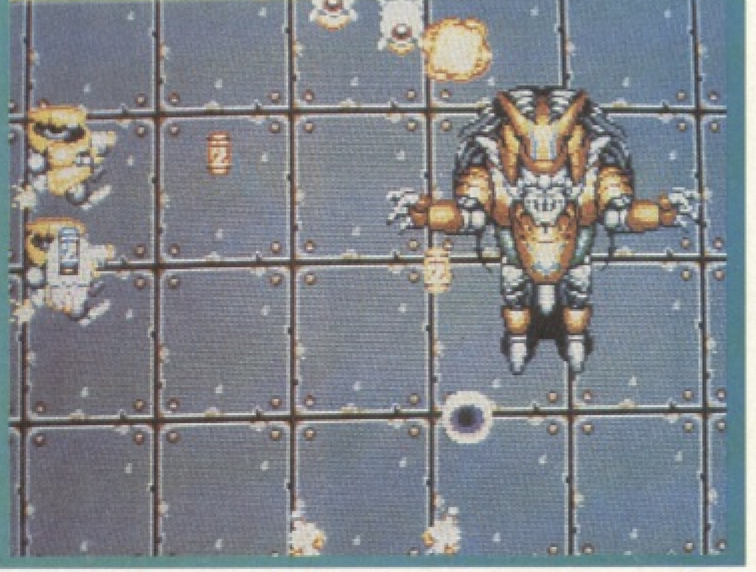












MASTER SYSTEM

SECRET COMMAND

A Jenkins of Longlevens, Gloucester, finds this a bit too difficult, but has discovered a tip to make things easier. In the two player game, you can continue from level three by rapidly pressing button 1 and moving the pad from left to right repeatedly at high speed. This is best done with a control stick and rapid fire unit

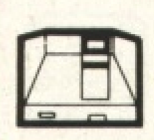
TEDDY BOY

To get to the option screen press UP, DOWN, LEFT, RIGHT. Do this twice. The Fire: On/Off option determines whether or not the floor will give way. When you die go back to the option screen and select CONTINUE B YES. Cheers to Steven Cain of Chingford, London for that.

AMERICAN PRO FOOTBALL

Want a near-perfect defence? Then follow this tip from A Jenkins of Longlevens, Gloucester. Select the goal line tactic and position the man under control to intercept a pass. This way, the men will stop a run and the controlled man is always ready to catch the ball. It's often possible to get a touchdown out of this defence as well!





GHOSTBUSTERS

Here's a veritable mound of Ghostbusting tips for this Sega classic from Brian Wheeler of Port Talbot. At the beginning of the game you're given the option to start or continue. Using the directional pad, move the cursor to continue and press button 1. You're asked for initials. Pushing button 1, enter AA as your initials. The screen will then ask you to enter a ten-digit number. Enter 1173468723 and push button 1. You now begin the game with $1,975,88 instead of $10,000.

PREPARATION

Selecting your car: Use the pink arrow displayed to the left of the cars to choose desired car. Using the directional pad, move the arrow next to desired car and press button 1 to advance to the shop.



RECOMMENDED CAR

Common Holds Eleven Tools and costs only $6,000.

EQUIPMENT

Using the directional pad, move the forklift up or down to the desired tool. Press button 1 to pick up the tool and turn the forklift around. Press on lower right corner of the directional pad to move forklift with tool toward your vehicle. Press button 1 to unload the tool. Repeat process until all tools are loaded, then press button 2 to start busting ghosts!

TOOLS

GHOST BAIT
HIGH CAPACITY TRAP
LASER CONFINEMENT SYSTEM
SUPER ANION BEAM
SUPER GHOST VACUUM



The Ghost Bait is a must for use against the Marshmallow Man in the first part of the game, as described later.

The Ghost Trap or High Capacity Trap is used to capture the ghosts in the first part of the game. The Laser Confinement System eliminates the necessity to go back to Ghostbuster Headquarters to empty your traps (giving you more time to bust ghosts). The Super Anion Beam makes your Ion Beams last considerably longer, so trips back to Ghostbuster Headquarters to replenish beam power are fewer. The Super Ghost Vacuum enables you to suck up stray ghosts as you drive along. You will have plenty of money and room in your car to buy and experiment with various tools, so have fun with them!



STAGE ONE

THE MAP

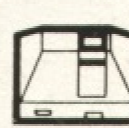
Once you have finished shopping, the next screen you encounter is the Map screen. This screen is an aerial view of the city. At the top right of the map is a block labeled "Shop". This is where you purchase additiona tools. In the lower left corner is a block labeled "GHC (Ghostbuster Headquarters). It is necessary to retur here for the following reasons:

To restore men when you have only one left.
To restore men slimed trying to trap ghosts.
To empty traps when they become full of ghosts (not necessary with the Laser Confinement System).
To restore Ion Beam power.

You are the Ghostbuster symbol located beside GHQ. Also on the map are yellow ghosts. You cannot capture these ghosts in the Map screen. However, if you touch them with your blue Ghostbuster symbol, they freeze and you'll have prevented them from getting into Zule. You also see two small figures, The Gatekeeper and The Keymaster. Avoid touching them, as they deduct money from your account! When you see a block on the map start to blink, immediately head for it with your Ghostbuster symbol. When you are beside the appropriate block, it stops blinking. To enter the block, press and hold the directional pad in the direction of the block while pushing button 1 simultaneously. It's not easy, so be sure to press very accurately on the directional pad!

THE STREET

If you have done the above correctly, the screen changes to a street, and your car speeds toward the building inhabited by ghosts. As you drive you face obstacles in the road, as well as other cars. Be sure to avoid them as you destroy your car if you hit them. You automatically receive another car but the money is deducted from your account and it delays you from getting to the building. In the lower right hand corner of the screen the will be a number followed by the letters "KM". This indicates the number of kilometres you are from the building with the ghosts. The larger the





number, the further away you are, and the more likely the ghosts will be gone by the time you reach the building. Please note: if you move around a lot in the map screen, this adds mileage in the street screen, so try to stay as still as possible and wait for a block to blink on the map screen.

When you travel down the street you see ghosts floating over the street. You can vacuum up the ghosts by pressing one of the buttons. When you reach the building with ghosts, your car automatically pulls over to the right side of the screen.

BUSTING GHOSTS

Once your car has pulled over to the side of the street, your men will automatically exit the car. Using the directional pad, position the Ghostbusters (while holding trap) under the floating ghosts, press button 1 to drop the trap. This freezes Ghostbuster 1 (on the right side) and using the directional pad you are able to position Ghostbuster 2 (on left side). When 2 is positioned, press button 1 again and you are able to position 1 in the same manner.

When both are in position, press button 2 to start the Ion Beams. Try to trap the ghosts between these beams. To do this, use button 1 and directional pad as described above to alternatively move each Ghostbuster toward trap with ghosts between enclosed between beams. When ghosts are over trap between beams, press button 2 to release and trap and catch them. If you don't have the Super Anion Beam, you only have 60-70 seconds to do this, otherwise you have ample time. When all the ghosts are trapped, your men return to the car and the map screen pops up again.

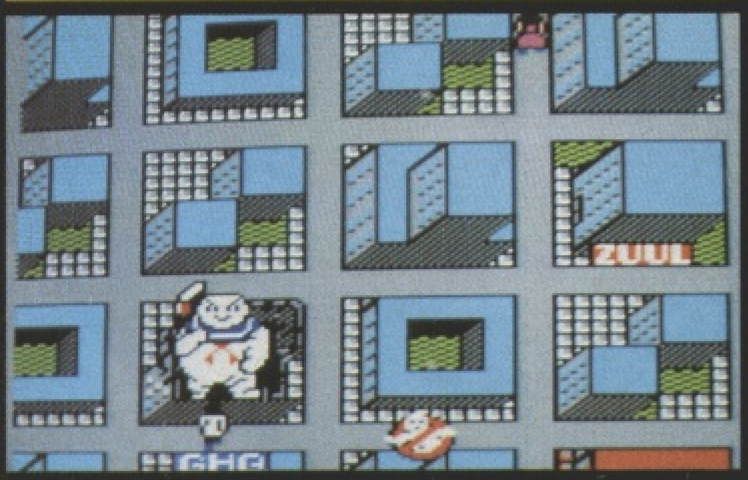
If you do not have a High Energy Trap or a Laser Confinement System, you have to return to GHQ to empty your trap.

GHOST BAIT

In the upper left corner of the map screen is a long bar labeled "PK Energy Meter". This meter changes from blue to yellow to red as the city gets more overrun with ghosts. As the energy meter starts to turn red, you're faced with a nasty surprise! The Marshmallow man appears and stomps on your city blocks, which results in a loss of $4000 from your account. This is when you want to use your Ghost Bait.

When you see four ghosts turn green and start to form the Marshmallow Man, instantly press button 2 to release some bait. Not only does this prevent the Marshmallow Man from forming, but it also adds $2000 to your account.

STAGE TWO



THE MARSHMALLOW MAN

In order to continue on in the game and face the Marshmallow Man, two events must occur simultaneously. You must have $10000 in your account when your PK Energy Meter turns fully red. When this happens, you automatically go to the Temple Of Zule and the Marshmallow Man.

When confronting the Marshmallow Man, you need only get two of your three men past him. To get by him, place your man to the right of the Marshmallow Man on the right side of the pillar. As the Marshmallow Man bounces to the left, quickly push on the upper left corner of the directional pad to sneak past him.

STAGE THREE

STAIRS OF ZULE

The Roamers are pretty easy to bust. Watch out for the Slimers along the stairs. When you try to bust the Slimers, you must anticipate their moves. If they look like they are coming at you - shoot!

STAGE FOUR

BUSTING GORZA

The best way to fight Gorza is to lace your man opposite him. If he is located on the left hand of the screen, your man should be on the right side. As he comes across to your side, move your man to the other side, but keep shooting as you cross over. It takes five to six shots to kill Gorza. Move side to side and keep firing. Gorza is armed with deadly laser beams, so watch out! Also, Gorza is worth $5000.



Stuck in a dungeon? Got an end-of-level boss you can't destroy? Can't find a special potion? Well, here's where your gaming problems can be solved. The Tips Helpline is a column where you can write in and ask for advice to help you get through those areas where you are completely and utterly stuck. So if you're having bi-i-ig hassles, write to JAZZA'S TIPS HELPLINE, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU and I'll sort it all out.

Oh, by the way. When you write in, don't just say "I'm stuck in Snake, Rattle and Roll (or whatever), please help me". I need to know what your exact problem is, otherwise I won't be able to answer! Okay? The other thing - I don't do personal replies, not even with an SAE. Sorry about that, but if I did, I'd spend so much time writing letters I wouldn't be able to do the magazine! And then you wouldn't have anything at all (and I wouldn't have a job), and my Mad cat would go hungry...



TIPS HELPL

MEGA SOLAR PROBLEMS

Dear Jaz,
Please can you help me. I am completely stumped with two games I bought recently, Megaman 2 and Solar Jetman.

Firstly, I cannot lift anything off the second planet on Solar Jetman after completing the first one quite easily. Please advise if possible. My second problem is the big jump in the Dr Wily section of Megaman 2. I have got all the weapons, etc. These problems are cracking me up. Hope your brilliance can help me out.

T Leighton, Chesterfield

JAZ: In Solar Jetman, lifting items up on level two is exactly the same process as level one. The only difference is that the gravity is much stronger. As for Megaman 2, I admit it's a pretty long jump, but the trick is not to try and jump it at all. Use the special flying platform items given to you by Dr Wily. It takes a bit of practice, but if you've got that far into the game it shouldn't be that difficult.

MEGADRIVE MISERY

Jaz,
1. Can you please tell me how to get past the three end-of-level baddies on Moonwalker stage 5-2. I have tried dance magic and the flying hat but just cannot kill them.

2. On Revenge of Shinobi, how do you kill Spiderman on level 6-3. I always get caught in a web, and when I eventually hurt him and the bat appears, I always die.

3. Ok, I'm crap, but how do you kill the eye monster at the end of level 2 on Altered Beast.

J K Barr, Leek, Staffs

JAZ: On Moonwalker, the tougher end-of-level bosses are best dealt with by not using dance or hat magic at all. Instead, save your energy for the hits you're likely to sustain. Use your hands and feet to dispose of these fiends, but remember that magic travels further the longer you leave it. So, rapid fire isn't necessarily so effective. As for Revenge of Shinobi, save your ninja magic for the bat as he's far more deadly. Spiderman's webs can be avoided by jumping at the right time. He does use a pattern so it shouldn't be too much of a problem to guess when he starts spinning. If you're a real spaz and *still* can't do it, locate one of the 2-UP icons on an earlier level and stock up on your lives (die to make the icon re-appear). Now use Mijin Ninja magic repeatedly to knobble Spidey. Altered Beast's second level baddie is a cinch. Simply use your dragon's shield to repel the eyeball onslaught and whilst he's pausing for breath let him have it!

SEGA R-TYPE SECRET LEVEL

Dear Jaz,
In issue 7 of MEAN MACHINES you reviewed R-Type on the Sega. Since then I have been trying to find the secret level that you mentioned. Please, please could you tell me where the entrance is.

David Knibbs,
Newcastle-upon-Tyne

JAZ: Look out for two holes at the top of the screen in the middle of level four. Simply fly up the right-hand hole to be teleported to the secret level. Easy, eh?

BUBBLE BOBBLE BLATTING

Dear Jaz,
I'm stuck on Bubble Bobble where I meet the big creature who spits five missiles at me. I've tried everything and I cannot beat him. Please help me on my favourite Nintendo game. I hope you can help.

Greg Albright, Torquay, Devon

JAZ: This is one of those problems that demands skill more than anything else. Still, if you've battled your way to this point in the game you should have the necessary abilities to avoid his missiles and aim your bubbles at his head. There is no safe point on this screen. Just keep moving to avoid those missiles and get those bubbles in.

EXTRA LIVES FOR FINAL FIGHT

Dear Jaz,
I have recently sold my old Nintendo and games and bought a Super Famicom with Super Mario World and Final Fight. The thing is in the Final Fight manual it shows a screenshot of an options screen but I can't find out how to get to this. Could you please tell me how to get to it?

Mr Anonymous, Somewheresville

JAZ: Often looking at the Japanese symbols in these manuals gives away what you're supposed to press. In the Final Fight manual you'll see a symbol that looks a lot like the L button that's on the top of the Famicom joypad. So, hold this button down and start the game as normal. You'll now be whisked to the options screen.

FAMICOM SODOMY

Dear Jaz,
I am unable to defeat Sodom on Final Fight on the Super Famicom. I have tried all of your tips, but still can't kill him.

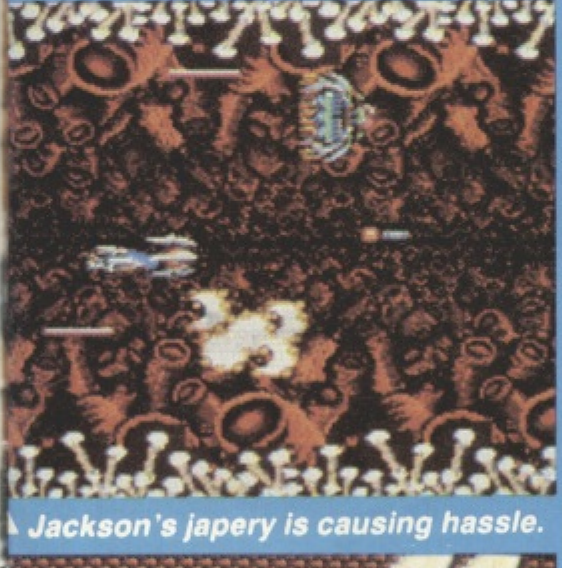
Bruce Darlington, South Wirral

LINE

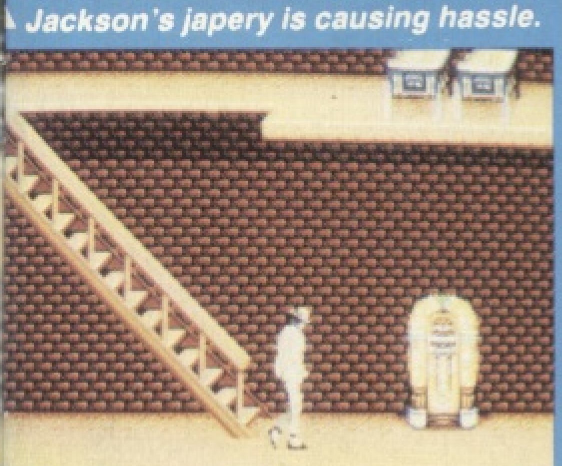
JAZ: Don't bother punching him. Just keep to the top and bottom of him and whilst he's static grab him, kick him in the head twice and throw him (if you're Cody) or headbutt him twice and pile-drive him (if your Haggar). Don't bother using the swords either - they're useless. Keep doing this and Sodom will quickly become just a bad memory.

PHANTASY STAR BOTHER

Dear Jaz,
I'm stuck on Phantasy Star. You see I can't find the Laconian Sword. All I know is that its somewhere in the floating tower to the right of Scion, but I've searched everywhere in there and I can't find it. Please, please help!
Mr Mystery, Nowheresville
JAZ: You're pretty close to the mark as it is. Just go to Scion and use the hovercraft. Look through the floating tower and you will find a treasure chest with the sword in it.



Jackson's japery is causing hassle.



MEAN MACHINES MEGAPLAYERS

Here's where you ace gamesplayers can offer your services and become an honorary MEAN MACHINES Megaplayer. Other readers can write to you and ask for information on games that you know inside out. If you write to a Megaplayer, don't forget to include a stamped addressed envelope! It's nice enough for these people to put their names forward to help you - it's a bit of a cheek asking them to pay to send you a reply!

MEGADRIVE MEGAPLAYERS

Ah! A Megadrive Megaplayer. If you've got yourself into a fix on ESWAT, DJ Boy, Golden Axe, Final Blow, Super Shinobi, Super Real Basketball, World Championship Soccer or Mr Komatsue, write to Jacob Kennedy, 74 Esmond Road, Chiswick, London, W4 1JF.

Alan Frost is a Megadrive player par excellence. He knows Golden Axe, Moonwalker, Rambo III, Batman, Forgotten Worlds. Write to him at 1 Huntspiel Cott, Brunswick Road, Deepcut, Camberley, Surrey, GU16 6RT.

If you're a Megadrive player in dire straits, why not get into contact with Paul Bristow, 60 Plaxtol Road, Erith, Kent, DA8 1NL. He's an expert on Ghouls 'n' Ghosts, Thunderforce III, Psycho Fox, Operation Wolf, Super Real Basketball, World Games, Forgotten Worlds and Strider.

Paul Haseldine stresses that he is a truly star player who's willing to give any tips on Ghouls 'n' Ghosts, Super Shinobi, Altered Beast, Thunderforce III, ESWAT and Forgotten Worlds. Write to him at 2 Ilkeston Road, Stapleford, Notts, NG9 8JL.

If Forgotten Worlds, World Soccer, Super Monaco GP, Super Hang-On or Altered Beast are giving you hassle, write to John Kaye, 3 Brookfield, Penistone Road, Kirkburton, Huddersfield, W Yorkshire, HD8 OPE.

"I'm a mega, mega, mega cool dude" reckons Danny Crystal and reckons he'll give red hot tips to anyone stuck on Moonwalker, Super Shinobi, Shadow Dancer, DJ Boy, Mickey Mouse, Wonderboy III, Cyberball, Alex Kidd, ESWAT, Super Real Basketball, World Soccer, Ghostbusters and Strider. Interested? Then write to him at 20 Meath Close, St Mary Cray, Orpington, Kent, BRS 2HF.

Need help on Ghostbusters, Golden Axe, Forgotten Worlds, Super Hang-On, Arnold Palmer's Golf, Strider, Revenge of Shinobi, Ghouls 'n' Ghosts, Altered Beast, Populous, Last Battle, Space Harrier II, Truxton or Thunderforce II and III? Write to D Ellox, Gwelter Roseworthy, Camborne, Cornwall.

This guy has certainly played a lot of games and is offering help on Air Diver, Altered Beast, Budokan, Forgotten Worlds, Ghouls 'n' Ghosts, Golden Axe, Insector X, Moonwalker, Mystic Defender, Phantasy Star II, Populous, Rambo III, Super Shinobi, Space Harrier II, Target Earth, Truxton, Whip Rush and Zany Golf. He's Greg Martin of 8 Duchray Drive, Ralston, Paisley, Scotland, PA1 3BW.

SEGA MEGAPLAYERS

The games that T Abdo of 37 Blackwood Rd, Streetly, W Mids, B74 3PL is offering help on are Fantasy Zone I and III, Alex Kidd in Miracle World, Golden Axe, Psycho Fox, Spy Vs Spy, Double Dragon, Basketball Nightmare and Dead Angle.

Michael Long from 104 Whalley Avenue, St Helens, Merseyside, WA10 6PS can help anyone stuck on Altered Beast, Vigilante, Golden Axe, Chase HQ, Double Dragon, Thunderblade, Hang-On, Wonderboy III, Safari Hunt, Marksman Shooting and Action Fighter.

If Alex Kidd in Miracle World, Wonderboy II or III, Psycho Fox, Chase Hq, R-Type or Rampage are providing trouble, contact Thomas Varlow, 75 Greenshaw Drive, Haxby, York, YO38 D9

A pair of Megaplayers willing to help out on Sega games are Nigel Wykes and Steven Fewell who live at 84 Salisbury Road, Gravesend, Kent, DA11 7DE. They're experts at RC Grand Prix, Vigilante, Dynamite Dux, Shinobi, Golden Axe, Double Dragon, Rastan, California Games, Enduro Racer, Chase HQ, Pro Wrestling, Kung-Fu Kid, Psycho Fox, Wonderboy III and Altered Beast.

Carl Busby is a pretty good player. His specialised games are: Alex Kidd and the Lost Stars, Altered Beast, Spy Vs Spy, Basketball Nightmare, Psycho Fox, Pro Wrestling and Wonderboy III. If you need any help on those games, write to him at 293 Western Avenue, Acton, London, W3 OPP.

If you're stuck on Y's, Spellcaster, Phantasy Star, Ghostbusters, Rambo III, Rampage, Alex Kidd in High-Tech World, Wonderboy I, II and III, Golvellius, Shinobi, Psycho Fox, Kung-Fu or RC Grand Prix, why not write to Mark Betts, Cobblers, Chapel Road, Lower Southrepps, Norwich, Norfolk, NR1 18W?

A Sega Master System Megaplayer who knows a wealth of games is Robert Williams of 42 Kenneth Road, Chadwell Heath, Romford, Essex, RM6 6LL. He knows Psycho Fox, Golden Axe, Rastan, R-Type, Wonderboy III, World Soccer, Shinobi, Thunderblade, Alex Kidd and the Lost Stars, Dynamite Dux, Aztec Adventure, Outrun and California Games. If you're stuck on any of those games, why not write to him?

Any one who needs help on Basketball Nightmare, California Games, Golden Axe, Rastan, Shinobi, Vigilante, World Soccer, Super Tennis or Rescue Mission can write off to Paul Hanson, 37 Penhurst Road, Ipswich, Suffolk, IP3 8QY.

Calvin Holbrook of 3 Wilton Road, Shanklin, Isle of Wight, POS7 7DA is a Sega Megaplayer, and is offering advice to anyone who writes to him. He knows Wonderboy I, II and III, Alex Kidd in Miracle World, Ghost House, Phantasy Star and Alex Kidd in High-Tech World.

If you're having hassle with any of these Sega titles: Afterburner, Outrun, Choplifter, Double Dragon, Captain Silver, Wonderboy II, Enduro Racer, Vigilante, Rampage, California Games, Miracle Warriors, Scramble Spirits, My Hero, Fantasy Zone, Alex Kidd in Shinobi World or Global Defence, write to Hassan Sasid-Ude, 8 Caburn Road, Hove, East Sussex, BN3 6EF.

Another Megaplayer volunteer is James Smith, 2B Balcarres Road, Musselburgh, East Lothian, Scotland. He's a whizz on the following Sega games: Choplifter, Afterburner, Alex Kidd in High-Tech World, Rambo III, Double Dragon, Wonderboy, Bomber Raid and Kung-Fu Kidd.

NINTENDO MEGAPLAYERS

If you live in Berkshire or thereabouts, Peter Nightingale, 44 Melling Close, Lower Early, Reading, Berkshire, RG6 2XN might have the answers you're looking for. He knows the following Nintendo games - Trojan, Super Mario Bros, Soccer, Tiger Heli, Xevious, Airwolf and Skate or Die.

Nintendo players can ask Carl Busby for help. He knows Ghosts 'n' Goblins, Megaman, Balloon Fight, Rygar, Super Mario II, Excitebike and Batman. Write to him on the address above.

Another Nintendo Megaplayer is John Molnar of 64 Champion Close, Rowlatts Hill, Rowatts Hill, Leicester, LE5 4EX. He's an expert on Super Mario Bros I and II, Batman, Cobra Triangle, Pro Wrestling, Track and Field II, Gunsmoke, Life Force, Rush 'n' Attack, Tennis and Gradius.

Paul Brown of 97 Windmill Hill, Enfield, Middx, EN2 7AJ is offering super tricks and tips to anyone who writes to him concerning Bionic Commando, Blades of Steel, Bubble Bobble, Castlevania II, Simon's Quest, Double Dragon, Lee Trevino's Fighting Golf, Legend of Zelda, Megaman, Megaman II, Metal Gear, RC Pro Am, Super Mario Bros, Super Mario Bros II, Teenage Mutant Ninja Turtles, Tetris, Tiger Heli and Zelda II.

Stuck on Legend of Zelda, Tiger Heli, Ninja Turtles, Airwolf, RC Pro AM, Cobra Triangle, Batman or Ghost 'n' Goblins? Write to Jamie Hutchinson at 57 Lord Avenue, Clayhall, Redbridge, Essex, IG5 0HN.

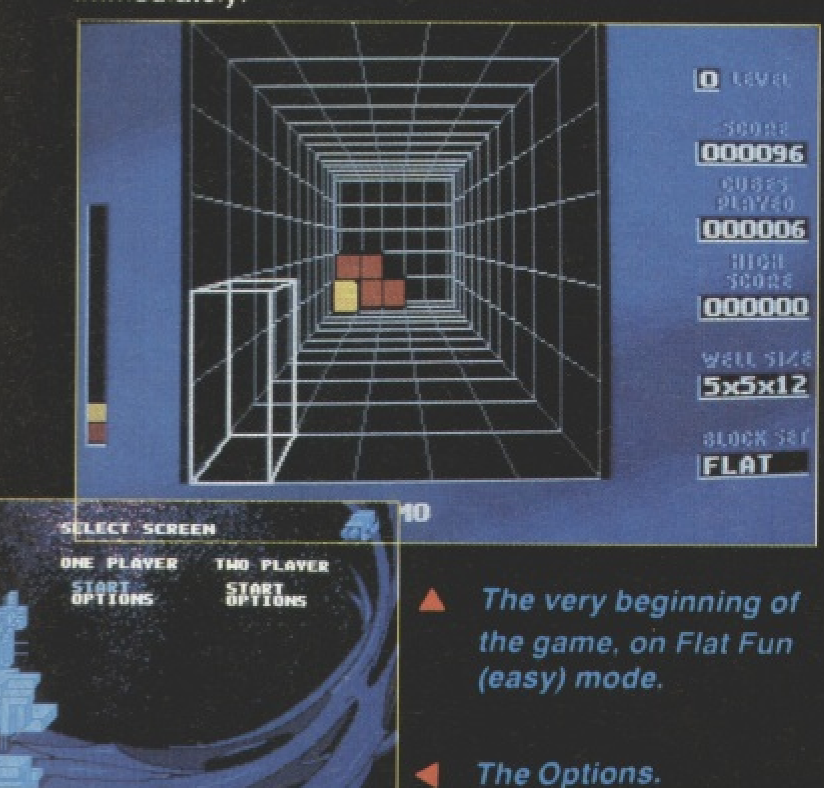
Don't forget - and this is very important indeed - if you write to a Megaplayer, make sure you enclose a stamped addressed envelope for your reply, or you won't get one. Okay?

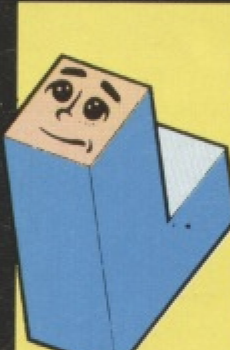


Strange shapes are rather popular on the consoles. Tetris and Columns have both been big hits, with their similar themes of falling shapes. Now a new game has arrived; Blockout. Unlike the other two, this is a three-dimensional game, with large lego-shapes tumbling from the heavens.

The three buttons control the spin of the block along its three axes, and the start button drops it into the bottom section. When an entire coloured level is completed it disappears leaving more room for the next blocks. As with Tetris, the blocks appear with increasing speed. The options allow either flat blocks (as in Tetris) or blocks with parts sticking out in all directions.

In two-player mode the screen splits as the players compete to finish a certain number of levels before the other person manages to do it. Of course, if the blocks reach the top of the pit then it's game over immediately!





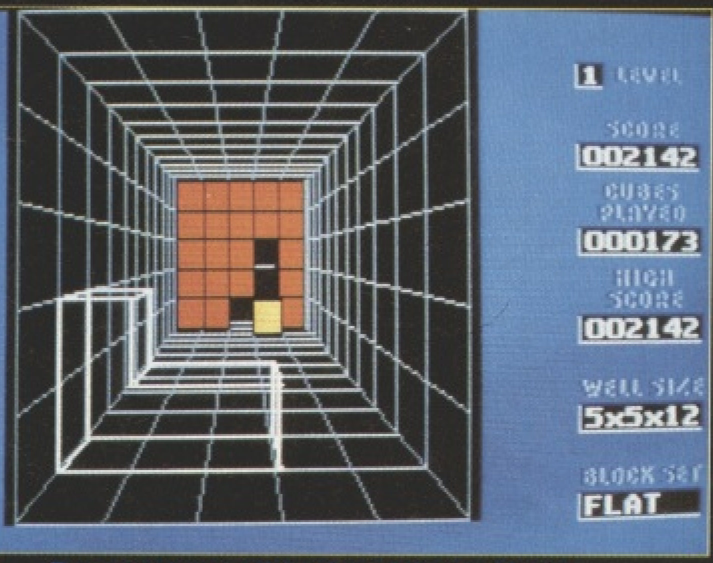
▲ *The very beginning of the game, on Flat Fun (easy) mode.*

◄ *The Options.*

COMMENT

JULIAN

I didn't think much of Blockout when it was released on home computer format, but this Megadrive version has been tweaked and smoothed out to make it a highly enjoyable and very challenging puzzle game. It doesn't seem like it at first, though, since the awkward control method is difficult to get to grips with, and you constantly make frustrating mistakes. However, stick at it, and once you know all the moves the game suddenly becomes incredibly addictive! The icing on the cake is the brilliant two-player mode, which adds a new and very competitive aspect to the proceedings. In fact, I'd go so far to say that it's one of the best two-player head-to-head battles yet devised on the Megadrive! Although Blockout looks a bit boring, make sure you check it out when you see it - you'll be surprised as to just how good it is.

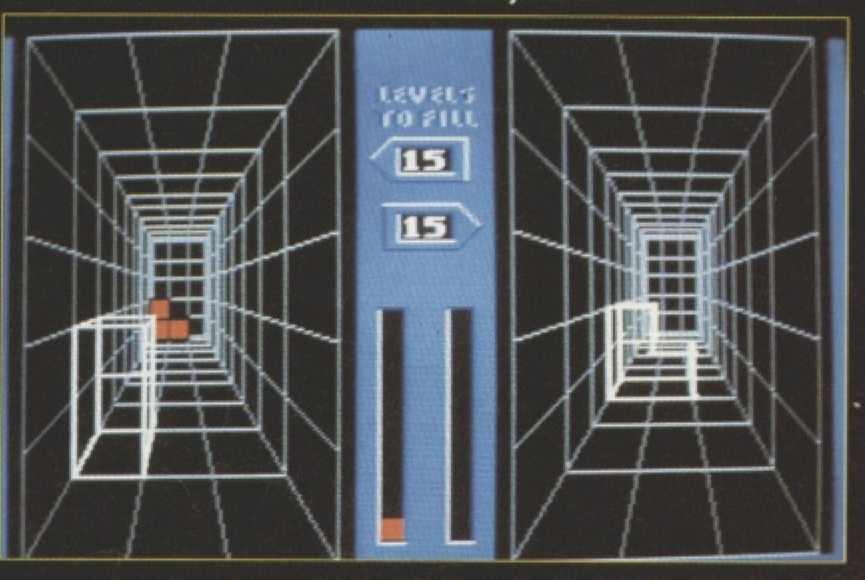


▲ *Best to rotate this through the X axis.*

OPTION OPTIONS

It's best to play Blockout with two players, as the challenge to beat someone else is better than just getting beyond a certain level. Other options let you increase or decrease the dimensions of the pit, determine the speed of the falling blocks and whether the blocks are flat or multi-surfaced. If you're after a ridiculous task, play the game on "Out of control" level; it's fantastically hard!





REVIEW







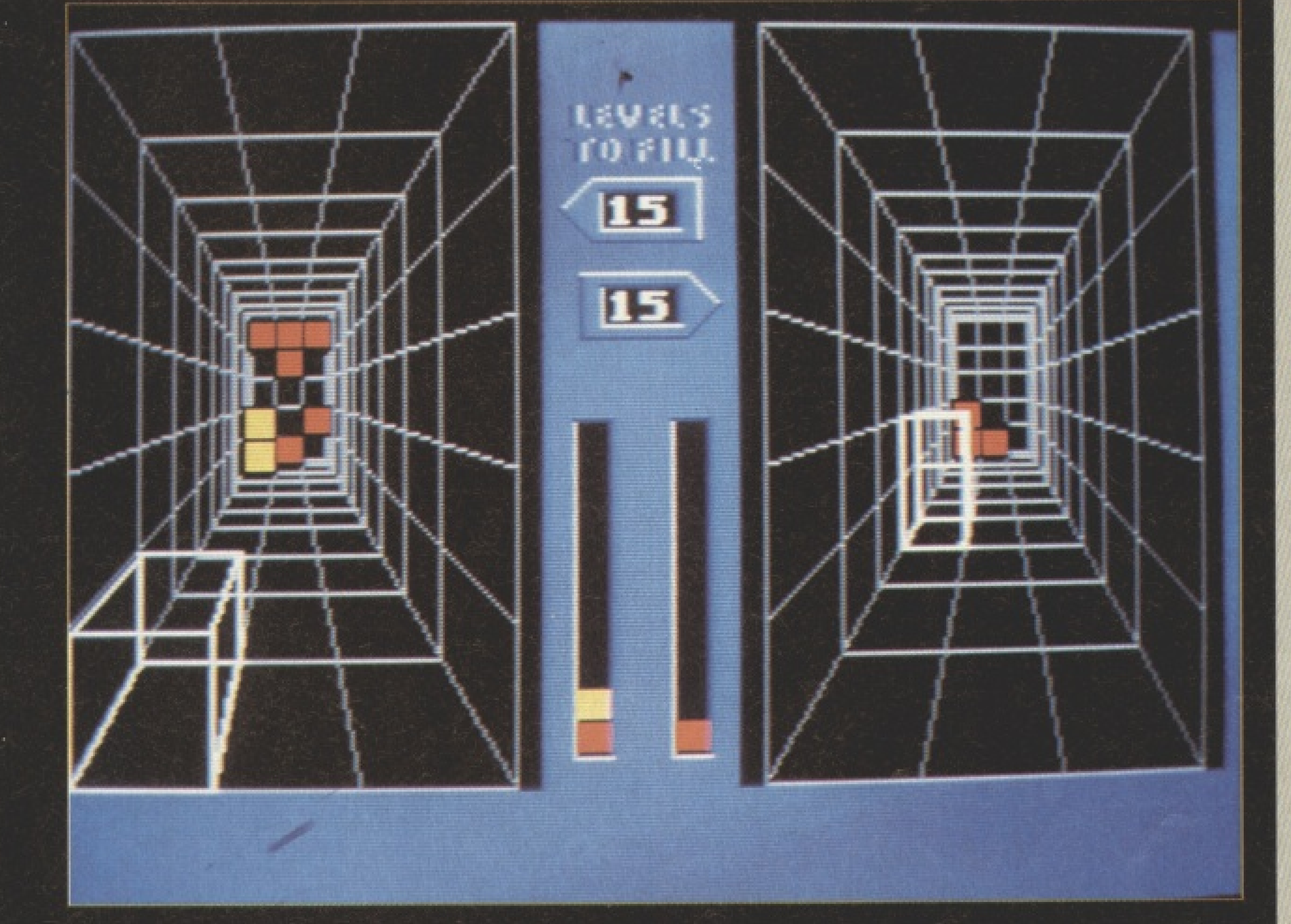
COMMENT

MATT

I didn't think this would be a patch on Columns, but call me a duff old codger if it isn't a lot better! Although it isn't as soothing as Columns (in fact it's downright infuriating), but the excellent 3D perspective gives it a new dimension (groan) in play. The two-player mode tends to be a little less playable because of the lack of space on-screen, but it means that you can challenge a friend instead of just banging away at the computer. Don't be put off by the bland screenshots, this is a fantastic game which every Megadrive owner should seriously consider buying.

Let the machine do the work! ▶

▼ *The super two-player mode.*



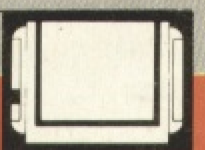


BY: EA

PRICE: £34.99

RELEASE DATE: JUNE
GAME DIFFICULTY: TRICKY
LIVES: N/A
CONTINUES: 0
SKILL LEVELS: 4
RESPONSIVENESS: FAST







PRESENTATION 78%

A variety of different options let you vary the type of game and the level you start on, and there's also a superb two-player option.

GRAPHICS 85%

Clear, smooth and straightforward graphics display the action perfectly.

SOUND 78%

Great title tune and simple, but appropriate in-game effects

PLAYABILITY 93%

It's not an easy job getting the hang of the controls, but once it's done the game's a joy to play.

LASTABILITY 90%

This kind of game is only limited by the player's abilities - you'll never beat it!

OVERALL 91%

A highly addictive one-player arcade puzzle game that also features one of the best two-player Megadrive challenges yet seen!



Shadax, the hero of the game, searches through the fortress of Kastlerock for the Staff of Demnos which has been pinched by the nasty wizard Morbius, who's also satisfying his evil lusts with the captured Princess Eleanor.

Solstice is a form of game very popular on home computers, but a relative stranger to consoles. It's an isometric 3D puzzle game where the central character moves from room to room, solving puzzles and avoiding monsters as he goes. Shadax jumps from platform to platform, shifts items around to climb on them and has access to spells and potions that have a variety of effects. Keys are likewise vital to get past those awkward locked doors.

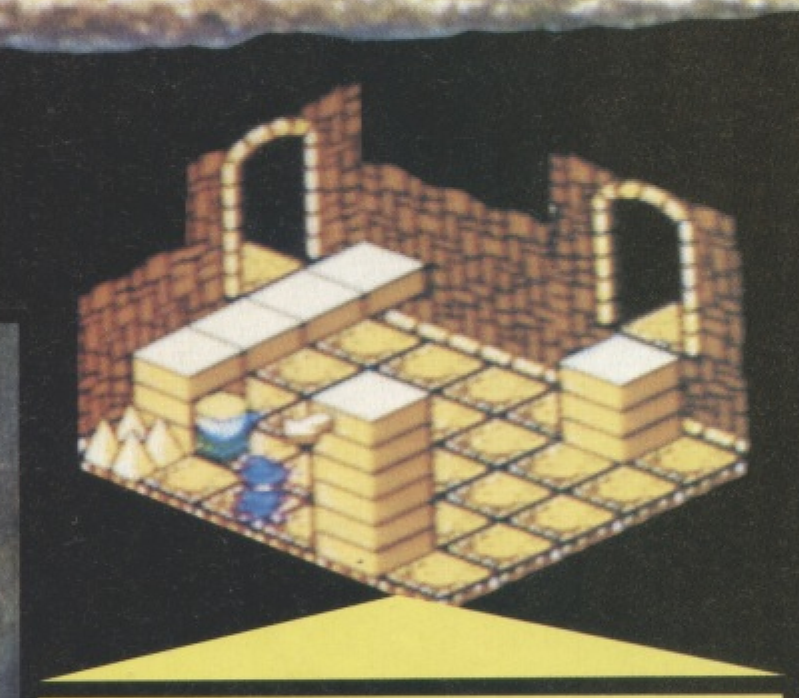
With over 250 rooms, Solstice is no "finished in an afternoon" game. Expect to be trapped in the fortress for weeks to come!



ISOMETRIC DISCOVERY

Knightlore by Ultimate Play the Game (who changed their name to Rare and went on to program such Nintendo classics as Snake, Rattle 'n' Roll, RC Pro Am and Cobra Triangle) was the first ever isometric 3D computer game, appearing on the Spectrum in 1984. It wowed computer fans everywhere with its "real world" environment where you could walk around the landscape and interact with items within it. Over the following years, many clones appeared - Head Over Heels, Alien 8, Batman being the very best - but eventually the genre became stale through lack of new ideas. However, now the format has been revitalised for the console market - let's hope there are more games in this style!





BLOCKS AND STUFF

Many of the rooms contain blocks and barrels that Shadax moves around to complete a puzzle. There are also enemy creatures present in many of the rooms, who make it very difficult to move around safely. However, cunning use of blocks can halt their progress if Shadax works out their patterns of movement.



COMMENT

JULIAN

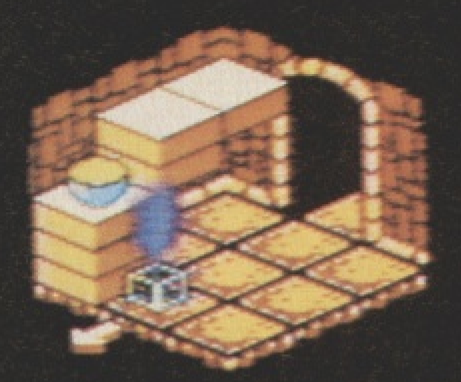
I've always been a big fan of isometric 3D games, and am pleased to see this style of game on a console. Solstice is very much in the classic Knightlore mould, and transporting items from one location to another and avoiding traps and baddies is what it's all about. Swift reflexes are required in many situations, and you've also got to get your old grey matter into gear if you are to solve all the puzzles - some of them are very devious! With over 250 screens, great graphics and some of the best music and sound effects I've heard in a Nintendo game, this is a must for arcade adventure fiends looking for a long-lasting challenge!





KEEP AHEAD

There are many items to collect, and getting them is never straightforward. One of the first objects is the magic boots, which are perched atop a tower surrounded by a floor covered with spikes and guarded by a baddie. Shadax can't reach it by jumping, so how does he do it? Well, drop a block onto the baddie's head, jump on top of the baddie and wait until he walks near to the tower, jump off and grab the boots! It's easy when you know how...



▲ *He needs something else to stand on.*



▲ *Cosmetic boots!*



▲ *Eleanor needs rescuing!*





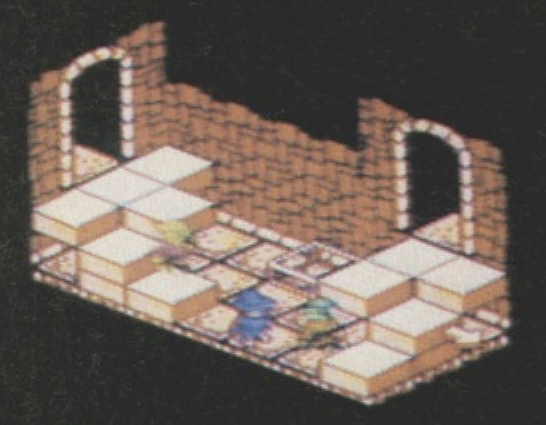
▲ *The man with the hat gets upset.*



COMMENT

MATT

With Solstice, I found that I had fun for a while, but I soon found that the excitement fades. After all, shifting blocks to stand on or to prevent the attack of a nasty becomes boring. Another thing: the blurb claims this is a "non-violent" game, which is true in the sense that Shadax can't kill anybody, but as every monster in the game brings instant death on contact, it's hardly violence-free. Still, that aside, this is a challenging game with great graphics and moody, atmospheric sound which puzzle fans should find interesting.



▲ *Use blocks to evade capture.*



BY: NINTENDO

PRICE: £39.99

RELEASE DATE: JULY
GAME DIFFICULTY: MEDIUM
LIVES: 5
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: QUICK

PRESENTATION 89%

The intro screens and music are spooky in the extreme!

GRAPHICS 88%

Well drawn and nicely detailed 3D graphics with many neat touches.

SOUND 93%

The stunning music provides lots of atmosphere, and the effects are brilliant too!

PLAYABILITY 86%

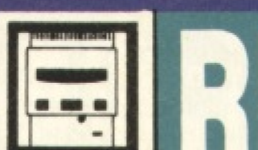
Solving each puzzle takes lateral thinking, but sometimes the enemies move too fast for comfort!

LASTABILITY 84%

There are an enormous number of rooms, giving loads of long-lasting puzzle-solving for fans of the genre.

OVERALL 85%

A clever arcade adventure that tests both your reflexes and your mental abilities. A must for puzzle fanatics.



ULTRA

Ultraman is pretty famous in Japan. He's been the star of several motion pictures in the Far East and the plot of each is remarkably similar. Usually a massive ten-storey high reptilian/robot is causing a bit of aggro to some poor defenceless normal-sized humans. Thankfully, Ultraman's around and he uses his various Ultra-powers to beat the living daylights out of these vindictive creatures.

These wafer-thin plots and the ooh-ahh kung-fu action have been captured perfectly in this Super Famicom cart. The action is displayed in horizontally-scrolling side-on-o-vision, with Ultraman strutting the parallax landscape dishing out Ultra-violence to the massive foes.

Ultraman has four Ultra-powers that come in handy for wearing down the enemies' energy bars. When it comes to finally dispatching them, the mysterious fourth-power (mounted in Ultra-Man's metallic shirt-sleeves) is used to blast them into oblivion.

But there are ten evil monstrosities awaiting our metallic hero.

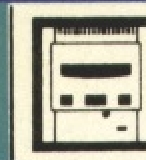


▲ *The mean, strutting Ultraman - in combat!*

COMMENT

JULIAN

I'm a big fan of those utterly dire Japanese monster films, and am pleased to see that Ultraman captures all their cheesy crappiness. The sprites are superbly animated, and all the monsters look as though they're made out of rubber - just like the "real" things! The music and effects are perfect for this type of game, with tunes that sound like they're right out of a crappy 60's movie and hopeless sampled monster noises! However, while the visuals and sonics are great, the gameplay is rather limited. It's very challenging, I'll admit, but Ultraman can't do many fighting moves and therefore some might find the game becomes dull fairly quickly. A two-player mode would have helped prolong its lasting appeal. If you're an ardent beat 'em up fan, Ultraman is worth looking at - while it certainly doesn't make any sort of use of the Super Famicom's fantastic hardware, it nevertheless provides plenty of laughs and challenge for anyone who wants to kick the bottoms of massive rubber monsters!





MAN



RUBBER-SUIT MARAUDERS

Some of the greatest ten-storey warriors in Ultraman's TV show and movie have made their way into this Super Famicom conversion. The graphics and animation on each are excellent. They really do look like men in rubber suits!



BEMULAR



The first meanie is predictably simple. Some fire-breathing causes problems but that's about it.

TELESDON



Head butts, fire-breathing and tail-swinging combine to make Telesdon your first real challenge.

ULTRA-POWER

With the aid of the controller's green button, and Ultraman's capacious laser-spitting cuffs, the monstrous aliens eat various forms of laser-death in this game. However, these weapons require energy, and the energy bar builds up quite slowly during the game. It's also worth remembering that you're going to need full Ultra-power to finish off the baddie at the end of the level.

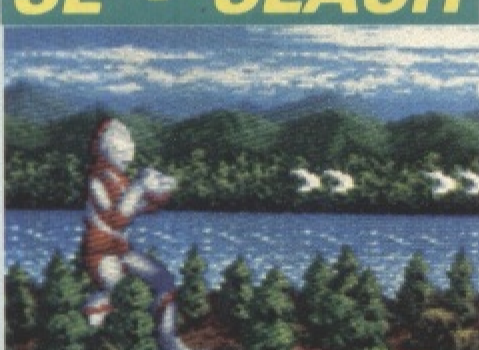


SHIELD



This barrier of pure Ultra-energy absorbs the fire-breathing attacks of the Godzilla-alikes, and reflects the laser attacks of the more lethal foes. It uses energy though, and a quick jump out the way does much the same job.

SL - SLASH



The bog-standard form of laser-attack. This uses little energy and inflicts only small amount of damage. Virtually useless against the majority of Ultraman's foes.

AT ATTACK

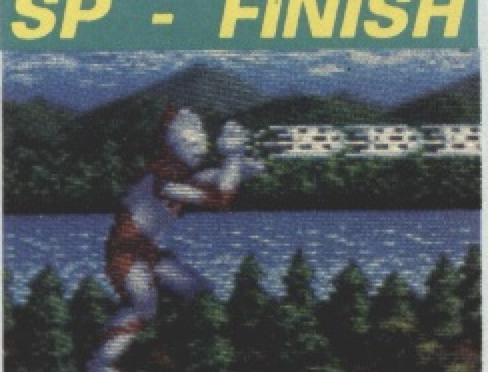
These hoop-like energy beams inflict double the damage of the laser, but they use far more energy and doesn't do anything a few good kicks will do just as well.

US ULTRA-S



These razor-sharp laser-blades use up most of Ultraman's precious Ultra-power, and inflict a vast amount of damage. Unfortunately, later foes dodge these with ease.

SP - FINISH



This weapon finishes off Ultra-Man's foes once the FINISH prompt appears at the top of the screen. It uses up all of Ultra-Man's powers, but is essential for progress.



FAMICOM REVIEW

GOMORAH

Yet more tail-swinging fun here with Gomorah, but watch out for his constrictor-like attack which squeezes the life out of Ultraman!

GERONIMON



Earthquake attacks and flying poisonous spines characterise Geronimon's evil line-up of attacks.

Z-TON



This final foe (and Ultraman's lethal nemesis) needs the full-might of your magic, ooh-ah kicks and fists before he eventually falls!

COMMENT



RICH

Ultraman is quite an entertaining game, but for all the wrong reasons! The graphics, gameplay and sounds are all laughably inadequate for a Super Famicom game, and yet the action is strangely compelling. The graphics are accomplished and very well-animated, and the sound matches the tacky atmosphere, but I get the feeling that more could have been made of the licence. The simple beat 'em up action is entertaining, but when you're shelling out over forty quid for a game, a bit more is needed to warrant purchase. Avid beat 'em up fans may get their money's worth, but I'm going to be sticking with Final Fight for my beat 'em up requirements.





ULTRAMAN: THE CULT

Ultraman is one of the most popular cult figures in Japan. He has his own weekly TV show and has been the star of countless mega-tacky motion pictures. Comics, books, and all sorts of other Ultra-paraphernalia are available on Far Eastern shores, and he's even had cameo roles in other games (including the abysmal Super Deformer Famicom game released earlier this year). At the time of writing, Ultraman is the top-selling game in Japan!



▲ *A bad case of repellent breath.*

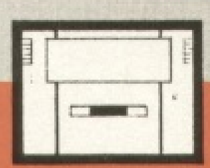


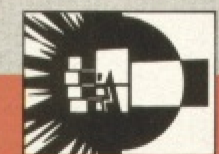
BY: BANDAI

PRICE: £40.00

RELEASE DATE: IMPORT ONLY
GAME DIFFICULTY: EASY/MED
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 3
RESPONSIVENESS: ULTRA







PRESENTATION 77%

Very tacky on the whole - just like the TV series!

GRAPHICS 81%

Excellent sprites, but pretty uninspiring backdrops.

SOUND 79%

Laughable sound, but it makes the atmosphere that bit more tacky!

PLAYABILITY 79%

Easy to get into and quite addictive...

LASTABILITY 66%

...but there are only ten foes and the basic gameplay doesn't vary much from one to the other.

OVERALL 77%

A thoroughly enjoyable and quite hilarious beat 'em up that doesn't have quite enough variety to be worth its large asking price.

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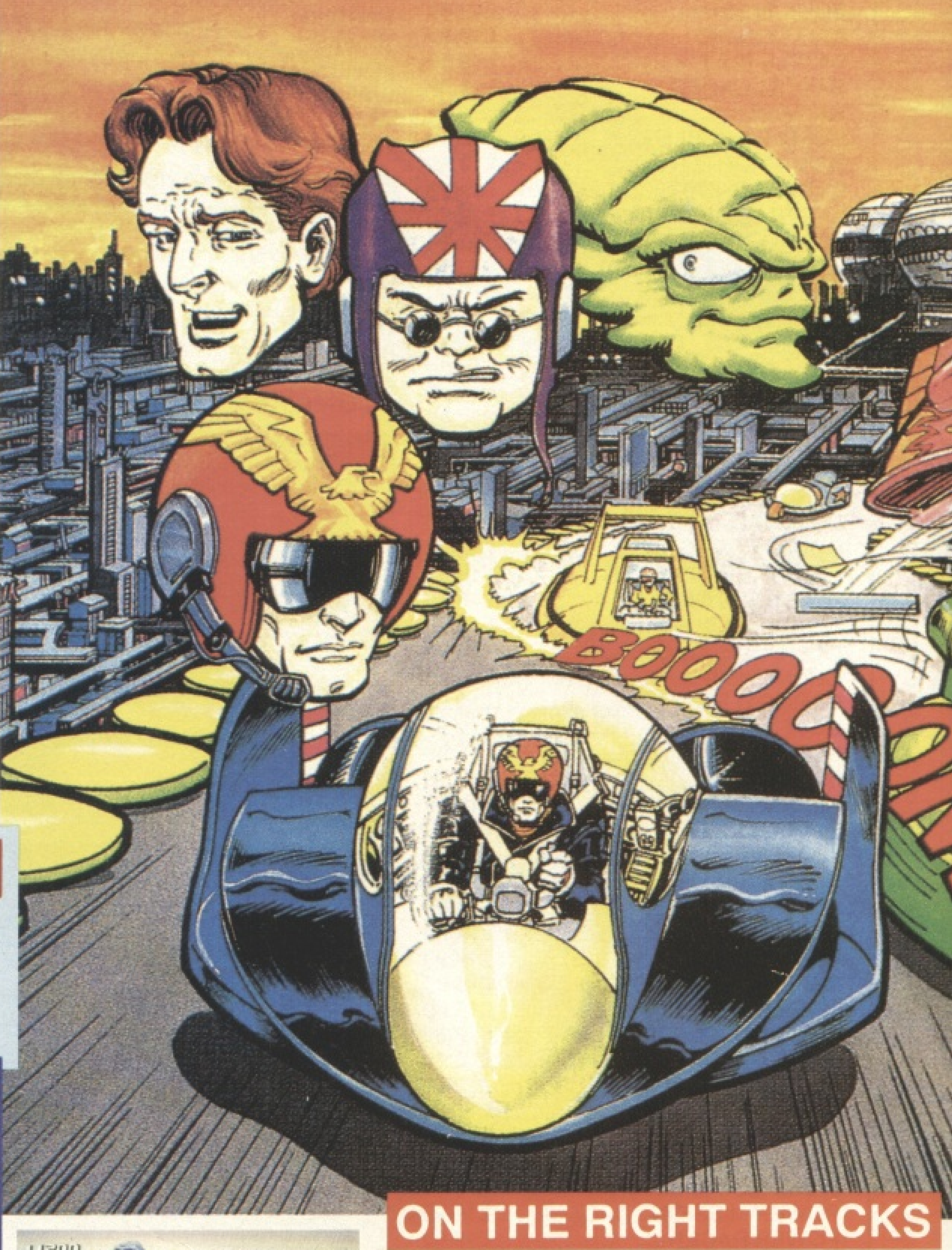
Captain Falcon leads a bizarre kind of double-life. During the weekdays he earns his keep by capturing highly dangerous criminals and cashing in on the huge rewards. The weekend is spent participating in the F-Zero championship - the fastest, deadliest set of races held on Nu-Earth.

It is this part of Captain Falcon's life that is captured on this Super Famicom cartridge. There are three leagues of F-Zero racing to participate in. The Knight, Queen and King Leagues offer five races of various difficulty, with the ultimate F-Zero champion being the person who comes first at the end of the King League.

There are twenty cars taking part in each race, but the real obstacle to success is the track itself. The courses are populated with all sorts of death-inducing hazards including mines, jumps, and magnetic energy-draining poles. These all drain energy from your craft, and should you lose all of your energy you die in a massive explosion. However, to prolong your racing activities there is an energy pit-lane built into each course that is used to reclaim lost energy.

There are five laps per race and at the end of each, your craft is endowed with some nitro fuel. This is used to give your ship that bit of extra speed - but watch out as you can only carry three charges at a time!





LIKE DRIVING IN MY CAR

Although F-Zero centres around the high-speed antics of Captain Falcon, there exists the option to adopt the mantle of another character. Each character drives a different car, and each motorised steed has its own strengths and weaknesses

GOLDEN FOX



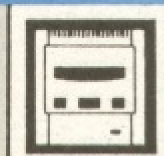
ENGINE UNIT: GF-2614x4
MAX SPEED: 438km/h
WEIGHT: 1020kg
DRIVER: Dr Stewart

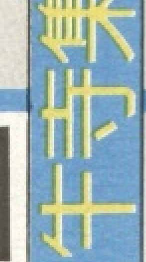
NOTES: The lightest car makes it the best for jumps. The Golden Fox also has the best acceleration and is marred only by awkward handling.



ON THE RIGHT TRACKS

There are eight different tracks in F-Zero, each offering a different challenge to hardened drivers. Some tracks may be seen twice, or even three times during the game. For example, Death Wind crops up in both the Knight and Queen Leagues. However, on the higher difficulty level, new hazards, faster drivers, and even extensions to the track itself make the going that bit tougher.





MUTE CITY

This track is situated two miles above the surface of Mute City. A fairly straightforward circuit on all levels, but watch out for the jumps and the mines.

BLUE FALCON



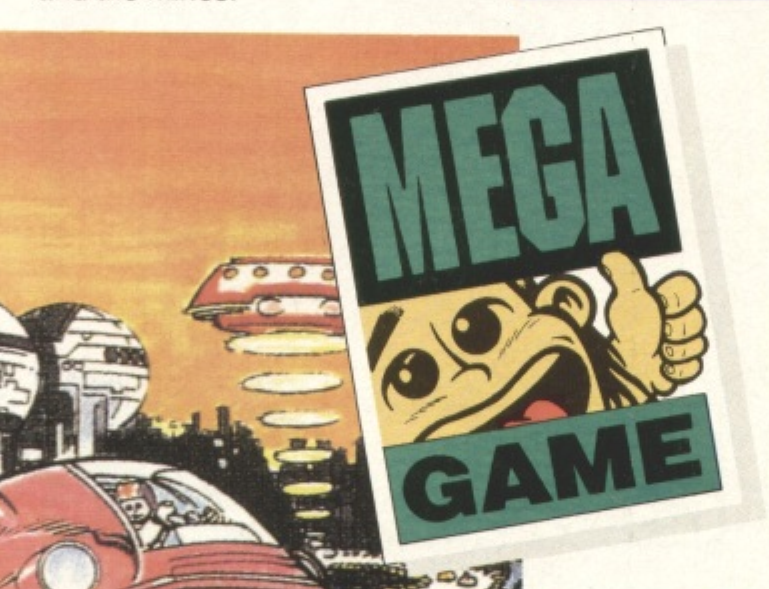
ENGINE UNIT: BF-2001x4
MAX SPEED: 457km/h
WEIGHT: 1260kg
DRIVER: Captain Falcon

NOTES: The best all-round vehicle, with excellent acceleration and a good top-speed. Only its handling is average.

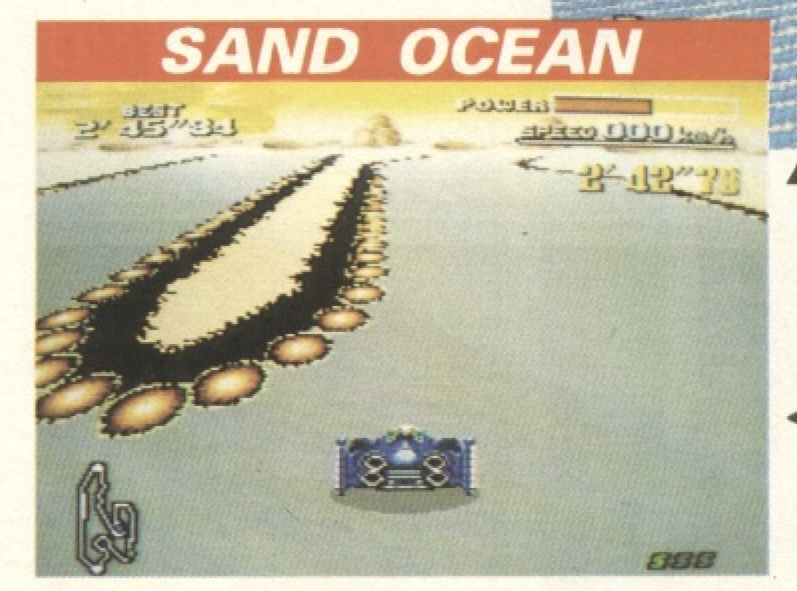
BIG BLUE



▲ Enjoy the scenery as you tackle this track which rests on the surface of a stunning ocean. This course is characterised by easy corners, but watch out for the ice.

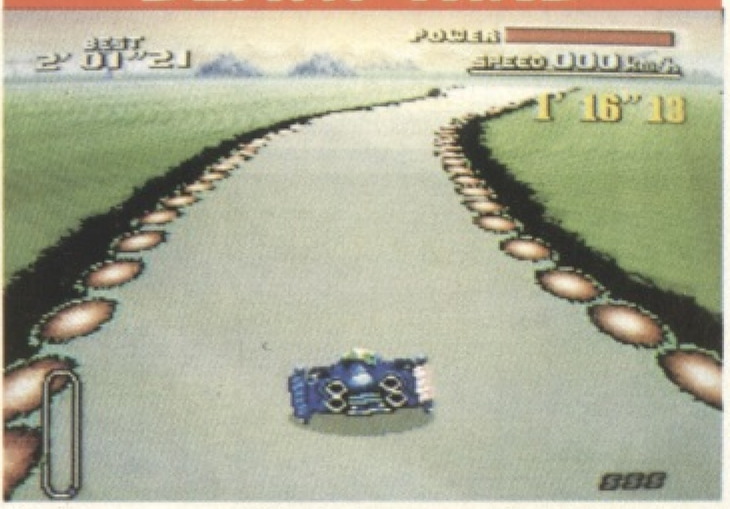


SAND OCEAN



◀ Tight hairpin corners and rough track make the desert track of Sand Ocean your first real problem. A ship with excellent cornering is recommended here.

DEATH WIND



Set above a magnificent electro-sea, Death Wind is notable in that a powerful wind attempts to knock you off course. Make full use of the booster pads for a better lap-time.

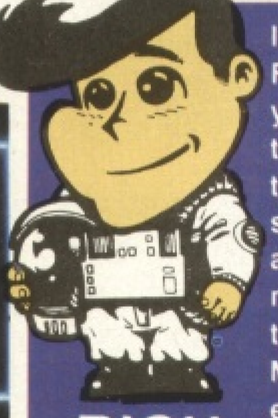
WILD GOOSE



ENGINE UNIT: ES-8302x3
MAX SPEED: 462km/h
WEIGHT: 1620kg
DRIVER: Pico

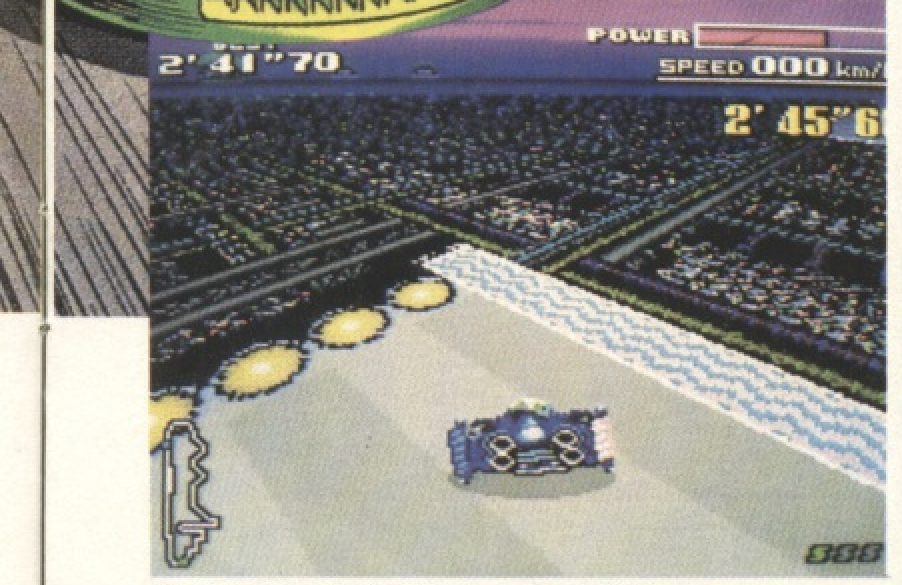
NOTES: Pico the Reptilian's craft is probably the clumsiest craft on the circuit, and takes an age to recharge in the pit-lane. You won't be winning many races with this one.

COMMENT



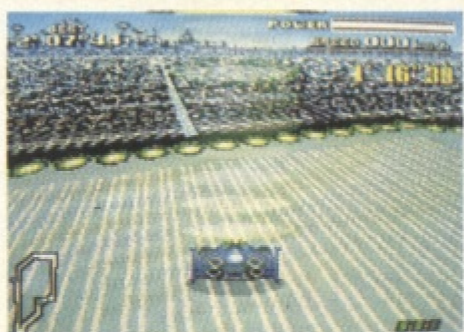
RICH

If you've got a Super Famicom, F-Zero is one of the first games you can buy for it. Although it only takes you a week or so to complete the game, it's the taking part that's so enjoyable. Whizzing around the amazing 3D landscapes (there'll never, ever be anything to touch this graphically on the Amiga or Megadrive) is made all the more enjoyable because the handling of your car is so realistic. Ignite a turbo on a corner and you'll spend the next few seconds spanging aimlessly the track, desperately attempting to regain control. It's simply so good to play that you'll be coming back months later for another go (I know, because I bought the game when it first came out and I'm still playing it!). F-Zero must be the definitive console racing game, and I look forward to the inevitable sequel!



▲ *Welcome to the high-speed, high-casualty excitement of F-Zero.*

SELECT
RIVAL CAR
VS
NO RIVAL



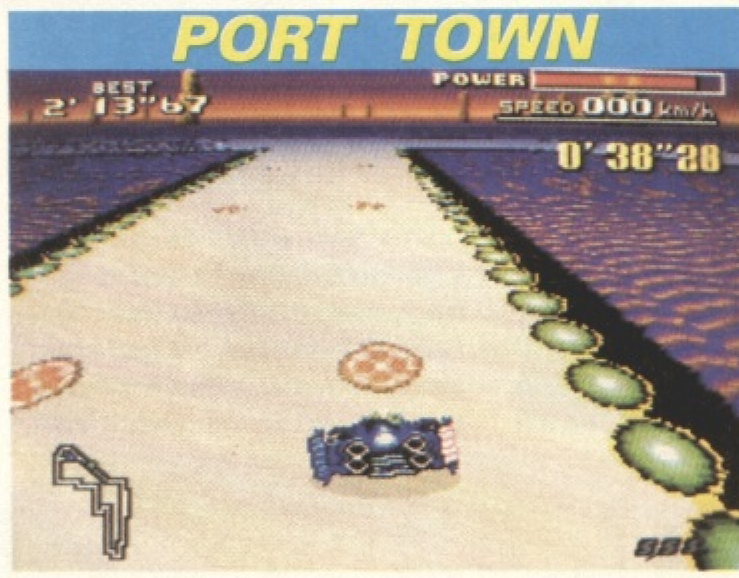
FIRE STINGRAY



ENGINE UNIT: RS-5025x2
MAX SPEED: 478km/h
WEIGHT: 1960kg
DRIVER: Samurai Gordon

NOTES: Blubber-boy Samurai's craft is the heaviest in the history of F-Zero, and thus makes it completely useless on jumps. Although it is the fastest ship, it suffers from very average acceleration but does have excellent handling.

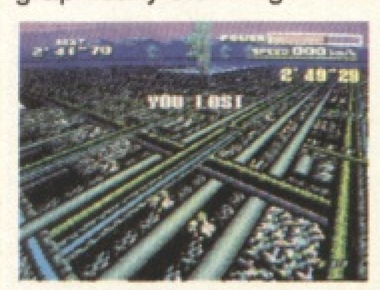
PORT TOWN



One of the earliest (and easiest tracks) in the Knight League, by the time drivers reach the King League, they'll find a comprehensively revised and rather deadly course.

SUPER FAMICOM SUPER HARDWARE

The amazing 3D visuals in F-Zero are only possible because of the special hardware chips inside the Super Famicom. This chip can take any 2D image and twist it into 3D! So while most consoles (and computers) have to use a lot of their power creating a 3D landscape, the Super Famicom does it with little effort at all, meaning that the console can give more attention to the game itself rather than just the graphics. Similar 3D techniques are used in the graphically stunning Pilotwings.

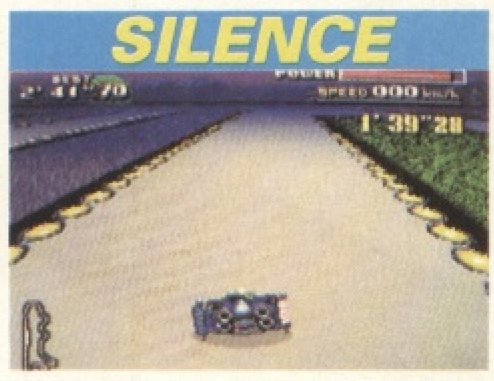




AND THEY'RE OFF!

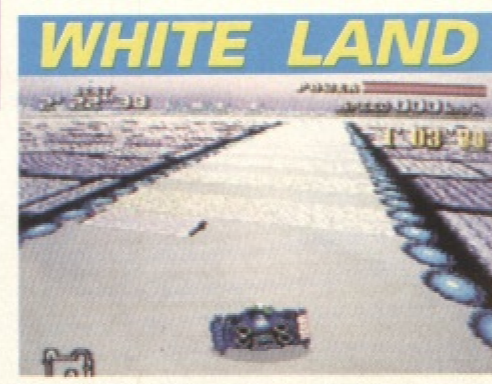
Here's a useful tip to give you an early lead in the game. When you zoom ahead at the beginning of the race, position yourself directly in front of the car to the right of you on the starting grid. When the car catches up, instead of overtaking you, it'll knock straight into the back of your car, thus aiding your acceleration!

SILENCE



The last track of the Knight League, Silence offers more than its fair share of mines and some of the sharpest corners in the championship.

WHITE LAND



Found towards the end of the Queen League, White Land is noted as having one of the most difficult jumps in the entire League.

COMMENT



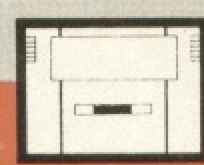
JULIAN

Using a similar 3D routine to Pilotwings, F-Zero is simply the most impressive racing game I've ever encountered. For a start, it's stunning to look at, with gorgeous, silky-smooth landscapes whizzing by at incredible speeds. It also plays perfectly - the way the craft "feels" and responds to your joypad movements is utterly perfect. Misjudge a corner at high speed and you skitter all over the track, and much finger twitching is required to save yourself from severe energy drain. Adding to the on-the-edge high speed thrills are the computer opponents, who cut you up and give you a truly challenging race - on later levels they're really hard to beat. If it's high speed thrills 'n' spills you're after, put this at the top of your shopping list.



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PRESENTATION 88%
Techno-screens for each car, faultless control method and excellent effects make this something special presentation-wise.

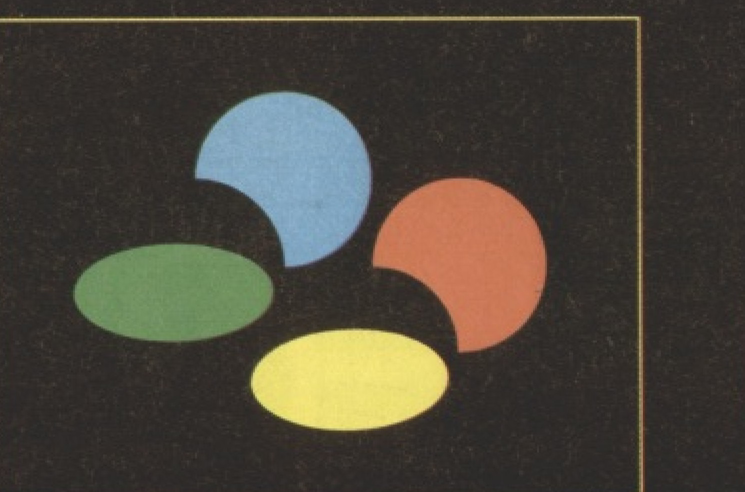
GRAPHICS 94%
The best 3D race courses you'll find on a console for quite a while yet!

SOUND 87%
Excellent sound effects let down slightly by average tunes.

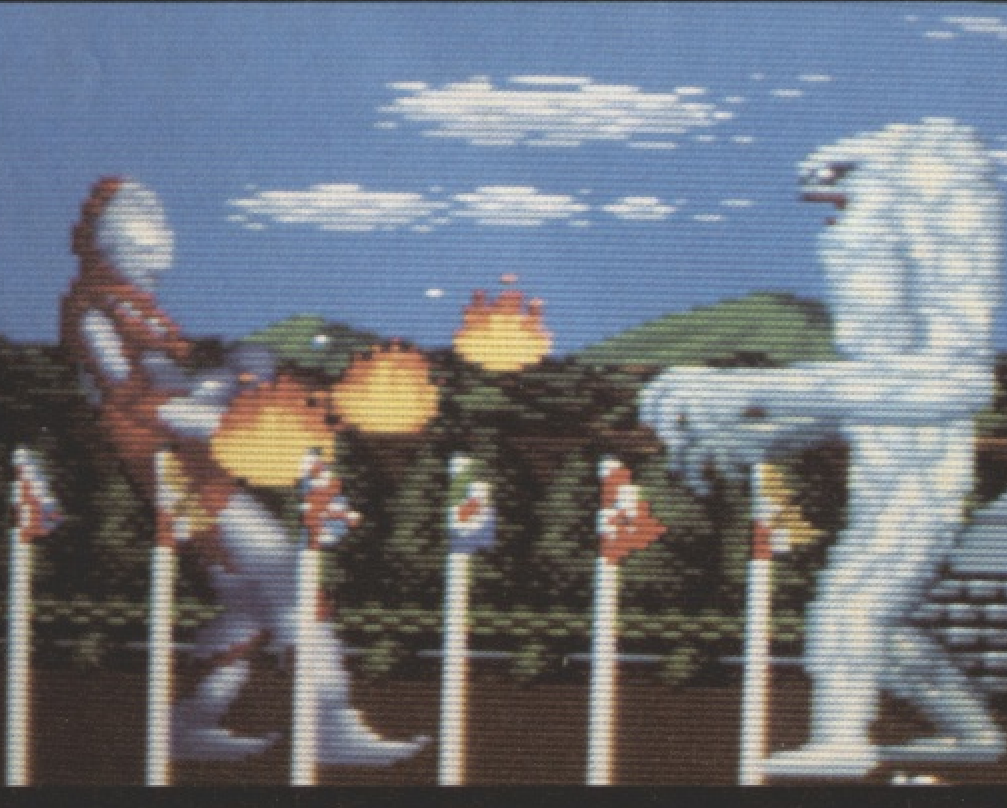
PLAYABILITY 92%
The handling of each car is so perfect that you're instantly drawn into the game.

LASTABILITY 88%
F-Zero has fifteen tracks and three skill levels and is so enjoyable to play you'll be at it for months.

OVERALL 90%
Fast, thrilling and challenging - everything a race game should be! Go get it!!



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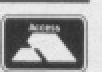
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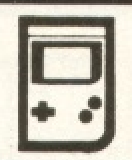
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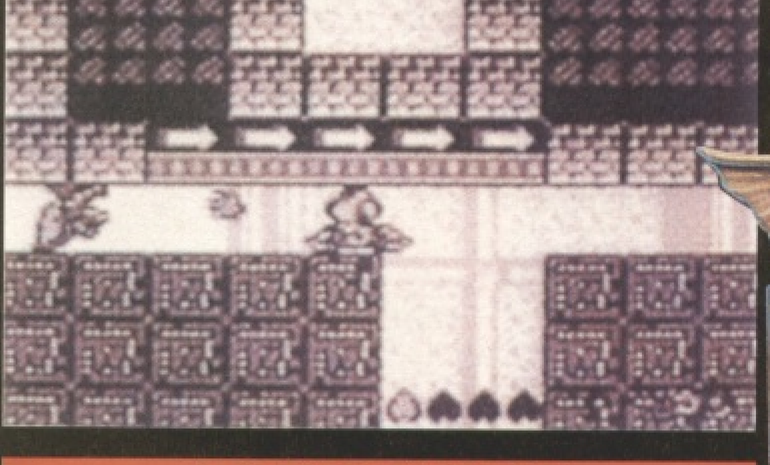
GREMLINS 2 THE NEW BATCH™

The boys are back in town! The evil gremlins have returned to wreak havoc on an innocent population, and once more it's up to poor Gizmo to save the day!

Set in the Clamp centre, New York, the infestation of mutated nasties have to be eradicated if the city - and the rest of humanity - are to survive. This takes the form of a horizontally-scrolling platform game, with Gizmo making his way through the floors of the tower avoiding - or eradicating - the enemies in his path. Apart from the obligatory gremlins, spiders and even humans give Giz grief as he gallops through the game.

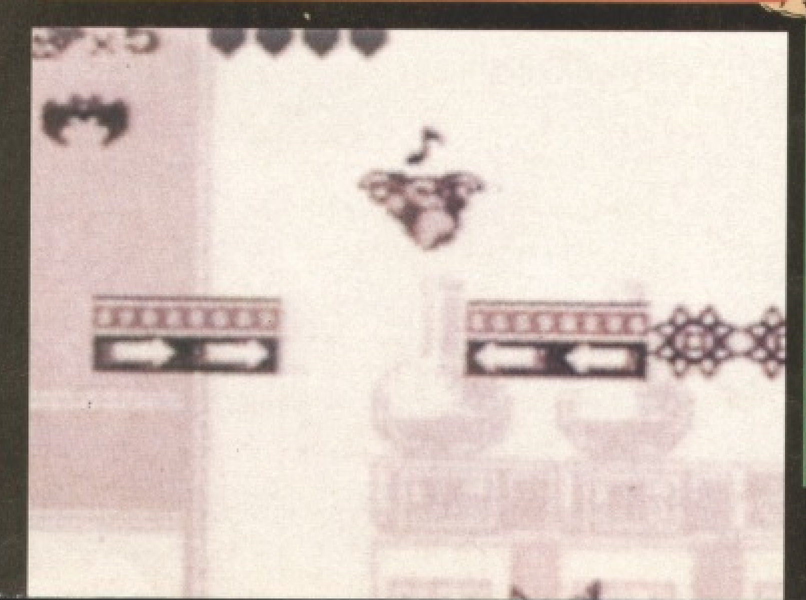
Luckily there are items to help him on his way, and features like the punch block and jumping spring also aid our fluffy hero. In the fourth level, Gizmo dons a headband and bow to become a miniature Rambo!





ITEMS AHOY

Grabbing a pencil arms Gizmo with a weapon, and if he leaps into a toolbox he bounces around the screen flattening everything that moves. The cassette radio makes a musical note above Gizmo's head which he hurls at the gremlins and reveals secret items. So once he's suitably tooled up, Gizmo is one hard furball.



COMMENT



JULIAN

I love platform games, and this is just what I want! The graphics are very good indeed, with some excellent stills (some of the later screens are superb), and the gameplay is tough enough to keep you happy for ages. If you're after a really enjoyable platform challenge, grab this quick.



COMMENT



MATT

I think that the Gameboy has too many platform games like this, but despite that it's a great game. The graphics are a little hazy and the sound is annoying, but the gameplay more than makes up for this. Recommended to those people who can't get enough of those pesky Gremlins!

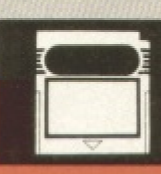


NINTENDO £19.99

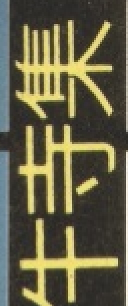
RATINGS

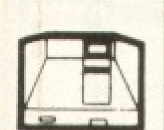
PRESENTATION	92%
GRAPHICS	88%
SOUND	75%
PLAYABILITY	79%
LASTABILITY	69%
OVERALL	80%









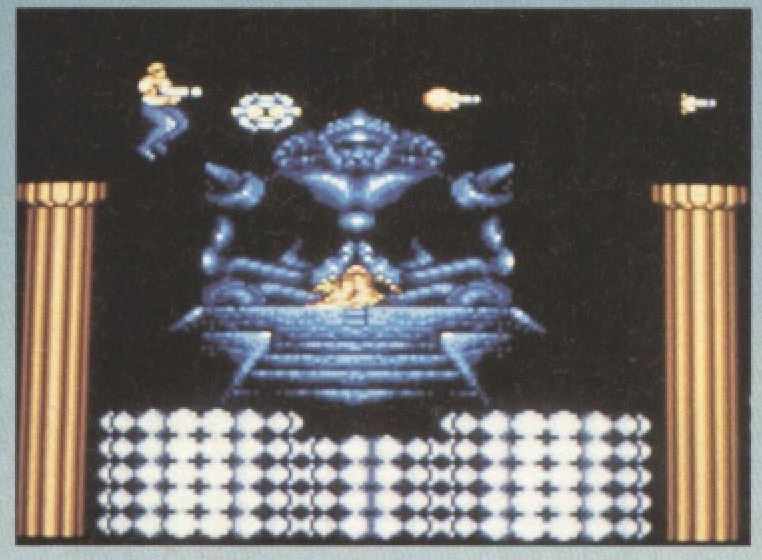


REVIEW

Religion is a wonderful thing - but not in this case! The God of Destruction, Emperor Bios, has created eight unpleasant gods to help him rule the universe. However, Bios' idea of "ruling" involves killing, torturing, raping and even introducing the poll tax!

This conversion of the arcade classic features the hero flying over horizontally-scrolling landscapes shooting anything that moves and even things that stay still. His weapons of destruction fire continuously, and the two buttons rotate his disher of doom left and right. Most creatures transform into cash bubbles once zapped, which can be collected and spent in the shops located on each level to buy weapon upgrades, extra lives and health.

Each level differs graphically, with ruined lands, spaceships and Egyptian temples forming the backgrounds. At the end of each level a huge guardian blocks the way and only skill - and firepower - will allow progress. With only one life to begin with, the player better watch the life meter carefully or it's curtains for blue eyes.



▲ *Approaching the War God!*



FORGOTTEN WORLDS



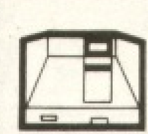
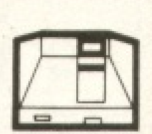
SHOP 'TIL YOU DROP

Early on in each level, a shop appears. Once inside, the hero has a choice of a number of death-dealing goodies and life-aiding devices. Here's a peek...



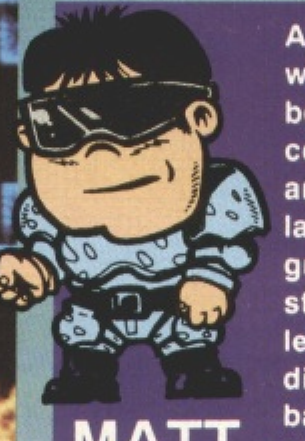
SEGA

REVIEW



COMMENT



MATT

Although the Megadrive version was very polished, it suffered from being too easy. The Sega conversion also has this problem, and that definitely weakens the lasting appeal of the game. The graphics are of a very high standard (especially on the later levels) but the music is dire and distracting. It's not by any means a bad game; it just isn't that good either, and it's a shame that the two-player option has been lost. With Xenon II due out in the near future (see the preview in this ish) I'd recommend that you wait for that game, as it's a far better blast.

▲ *The first boss, Paramecium, needs some blasting.*







GUARDIAN ENVIRONMENTS ▲

The big beasties in Forgotten Worlds come in a host of shapes and sizes. The first one, Paramecium, is a big blob of evil, spitting gobs of death and surrounded by a protective satellites. The Egyptian God of War is next, who pummels the heroes with huge fists and zaps bolts from his eyes. After that, things start to get difficult...

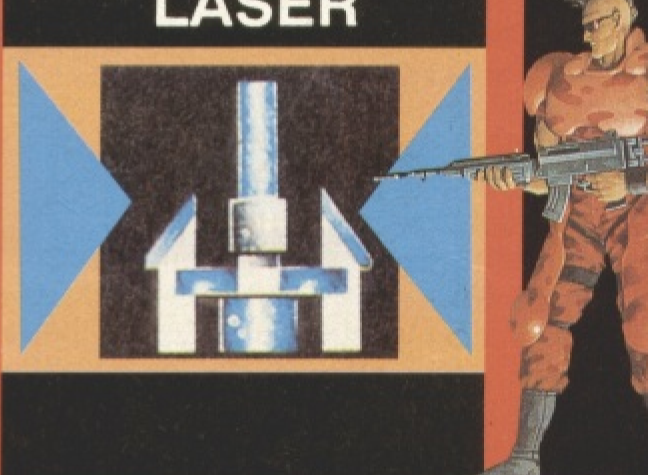
ROCKET



FLASK



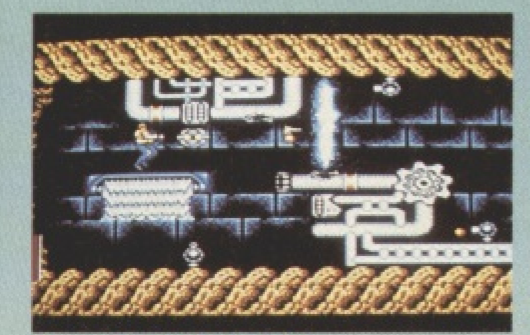
LASER





▲ Umm, promise I won't shoplift again!





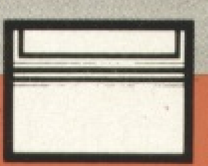
▲ Cogs of doom!





BY: SEGA
PRICE: £34.99
RELEASE DATE: JULY
GAME DIFFICULTY: EASY
LIVES: ONE
CONTINUES: NONE
SKILL LEVELS: 3
RESPONSIVENESS: FAB







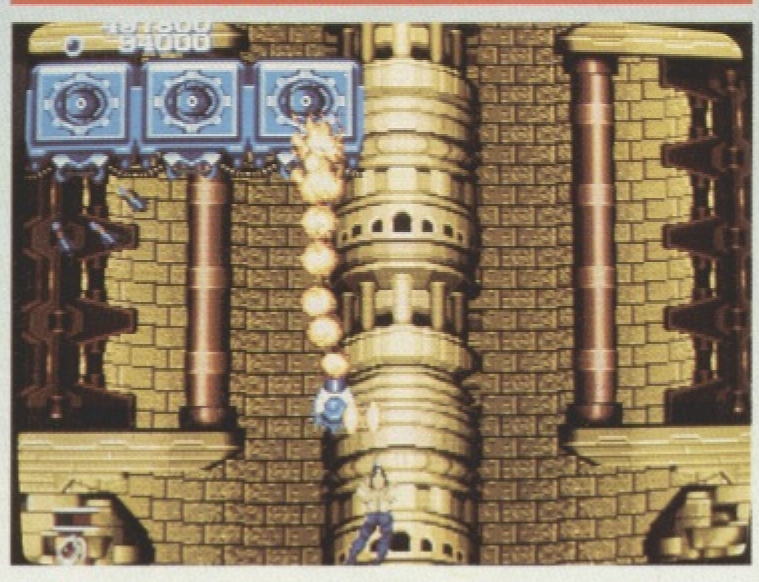
COMMENT



JULIAN

Sporting graphics that bear a remarkable resemblance to the original arcade machine, Forgotten Worlds is an enjoyable blasting game with plenty of action. However, it has one bad flaw - it's too easy. Within a couple of sittings you're right into the game, and it doesn't take much practice to get to Bios and kick his head in. Had the gameplay been tougher, this would be highly recommended. As it stands, only those who are completely new to the shoot 'em up scene will get any challenge and long-term play out of it.

DON'T FORGET THE MEGADRIVE



The Megadrive version of Forgotten Worlds was one of the first games to be released officially in the UK. It's a great conversion, with arcade quality graphics and sound, but suffers from a similar problem to this Master System version insomuch that it's a bit too easy, and skilled players can complete it within a couple of days.

PRESENTATION 78%

The still sequences have been kept from the arcade version, adding a lot of atmosphere.

GRAPHICS 89%

The sprites are fine, but it's the backgrounds that make this a treat to look at.

SOUND 62%

The Sega's sound chip tries its hardest but still fails to provide a decent tune.

PLAYABILITY 73%

Very addictive at first because you get further and further with each game.

LASTABILITY 57%

It's too easy to complete, and only novices will find any sort of long-term challenge.

OVERALL 62%

A great looking and highly playable conversion ruined by lack of challenge and lasting appeal.

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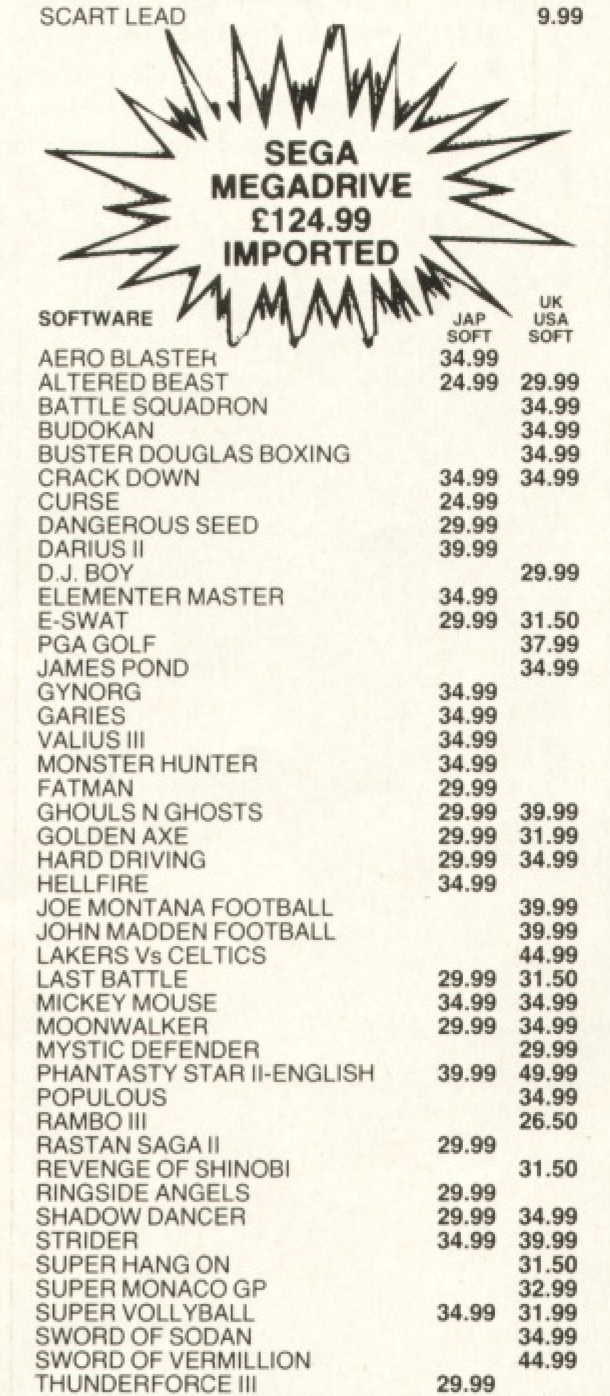
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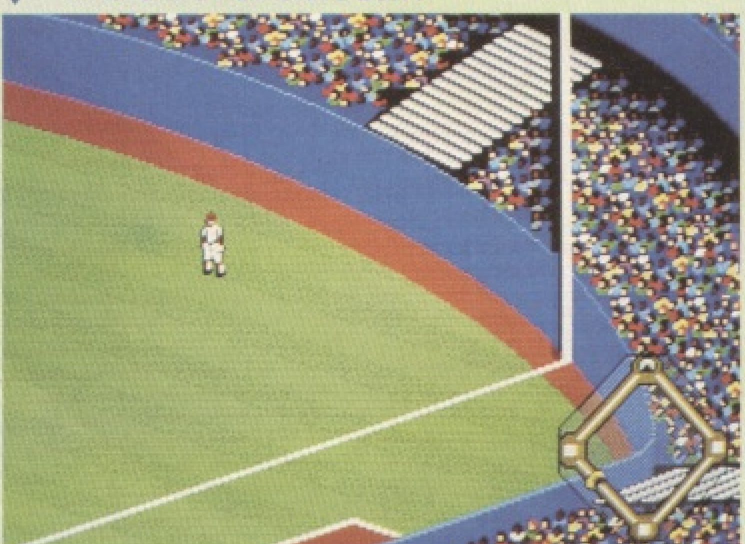
After making team and opponent selections, the game switches to the stadium. Player one starts the pitching and chooses between various curve and spin throws. Then he pitches, and gets either a strike or a no ball. If the batter hits the ball (and if it doesn't land in the foul ball zone) he gets to run through the bases. If a fielder catches the ball, or throws it to a baseman before the batter gets there, the batter is out.

When the player is batting he moves the batter's feet around to get the best angle on the pitch and swings the bat at the optimum moment. Then he runs like hell to first base and hopefully beyond. Once he's on a base, he can attempt to steal to the next one at any time using the B button.



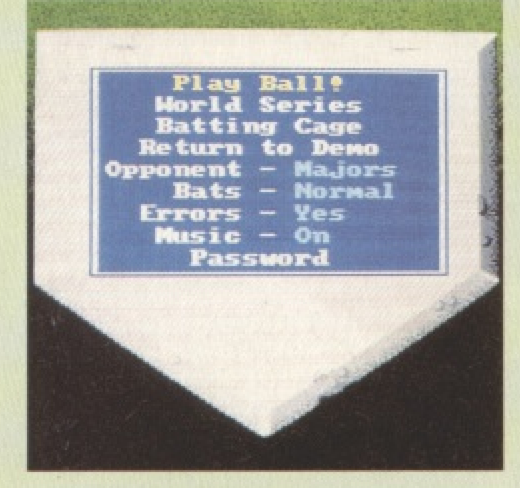
▲ *Two Outs, so be careful!*

▼ *Where the hell's the ball?*

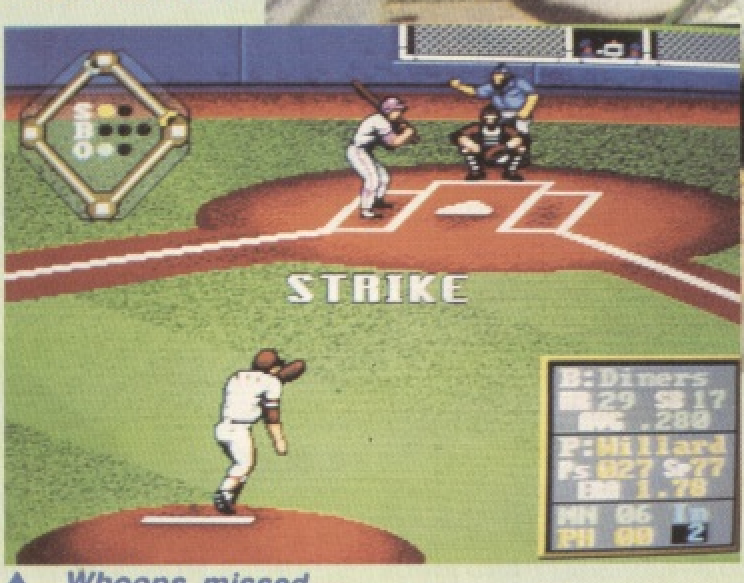


SAMPLED WARES

Hardball includes a fair amount of sampled speech. When a player gets his third strike, the referee yells, "Yer out!". Also as the ball flies through the air the voice informs the player of the nearest fielder; "Short stop" or " Left field" for example. However, if the ball is sailing over the head of that player it isn't a great deal of help!



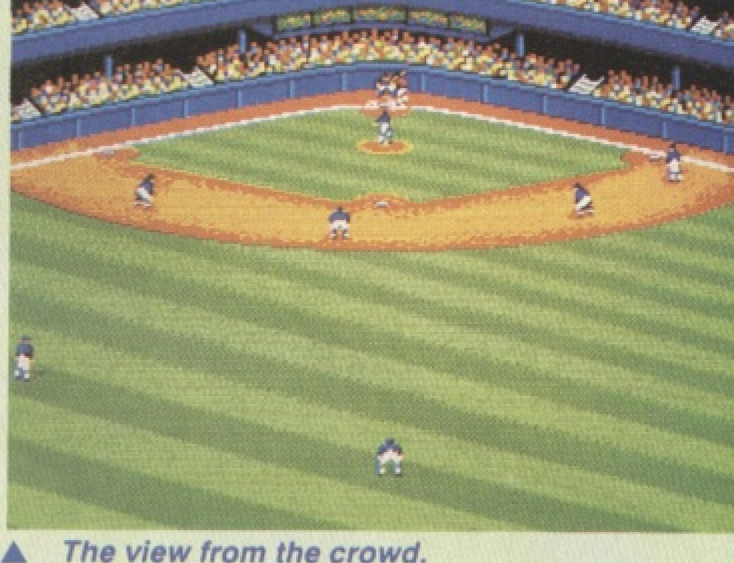
▲ *Choose your options.*



▲ *Whoops, missed.*

ALL!

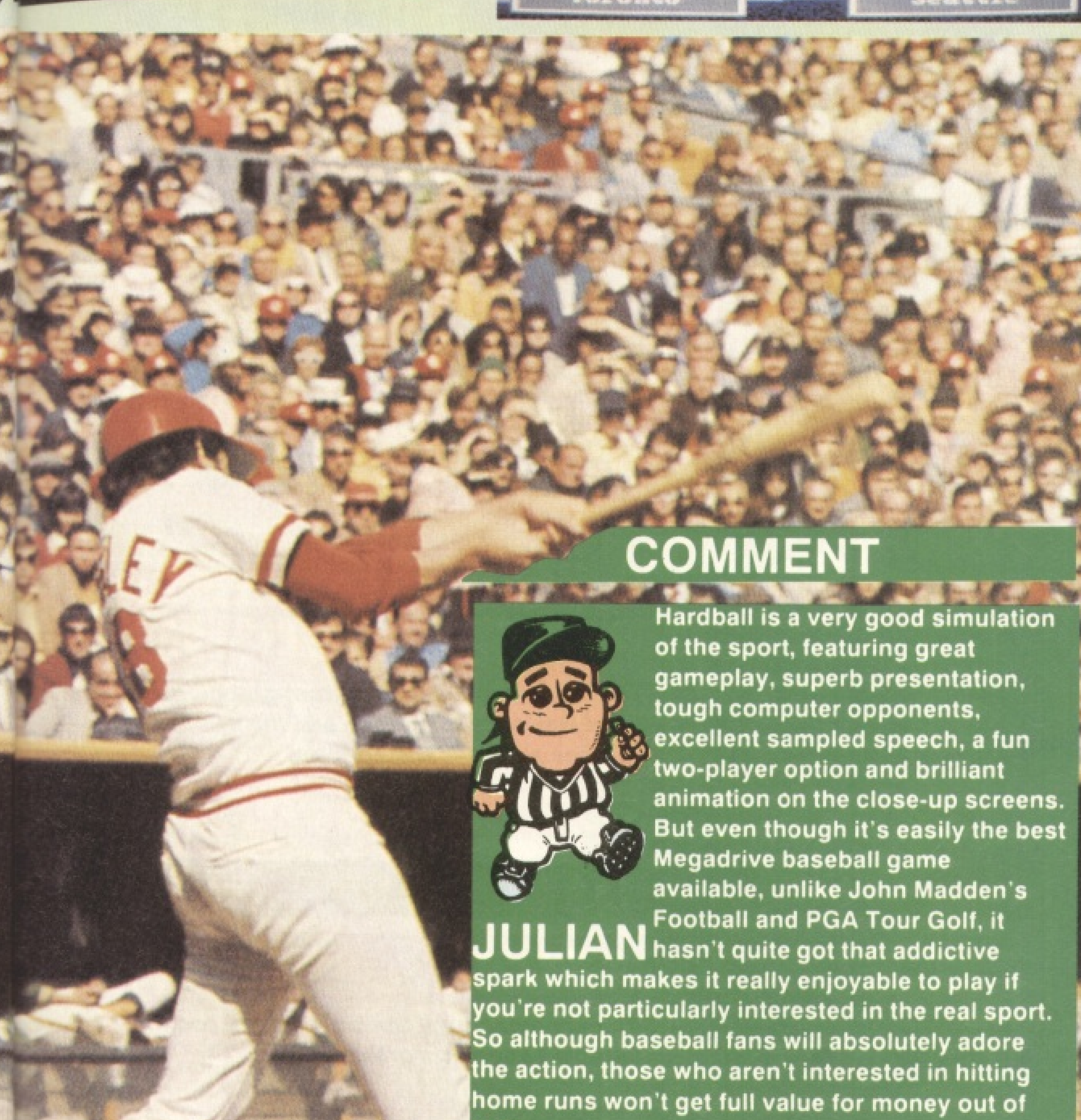




▲ *The view from the crowd.*

CURVEY BALLS

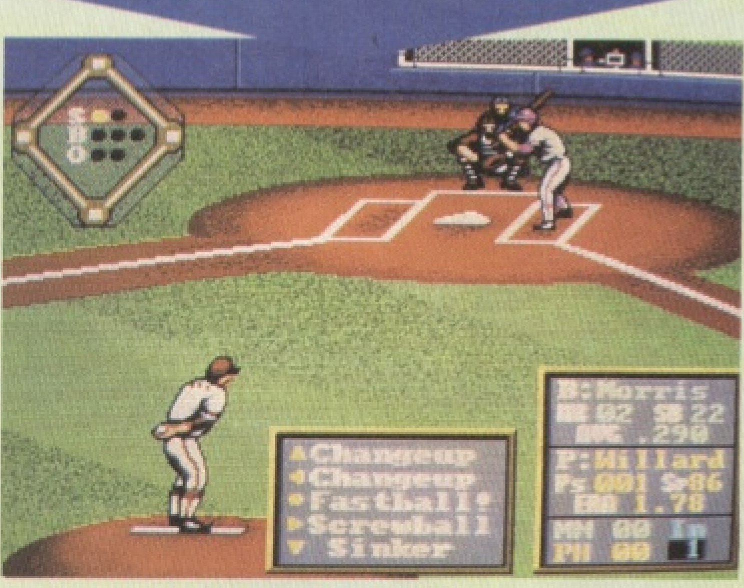
The pitcher's selection of throws depends on the individual side playing. Some pitchers have a range of curve balls to throw, while others rely on sinkers or fastballs to get past the batter. The effect of the throws depends on whether the batter is left- or right-handed. There's not much point throwing a curve ball if it curves straight on to his bat!



COMMENT

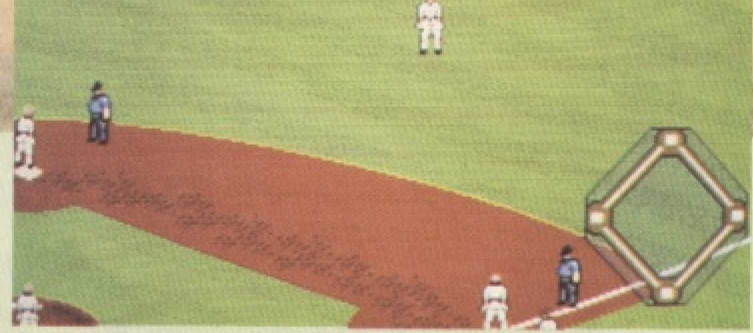
JULIAN

Hardball is a very good simulation of the sport, featuring great gameplay, superb presentation, tough computer opponents, excellent sampled speech, a fun two-player option and brilliant animation on the close-up screens. But even though it's easily the best Megadrive baseball game available, unlike John Madden's Football and PGA Tour Golf, it hasn't quite got that addictive spark which makes it really enjoyable to play if you're not particularly interested in the real sport. So although baseball fans will absolutely adore the action, those who aren't interested in hitting home runs won't get full value for money out of this.

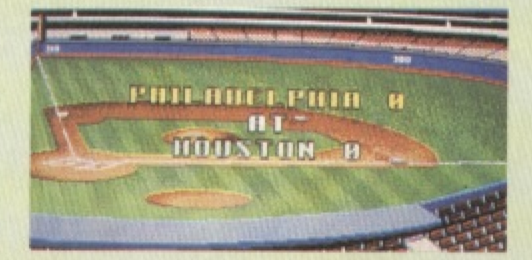


▼ *Look at the stats, choose subs.*





▲ *Bases loaded....*

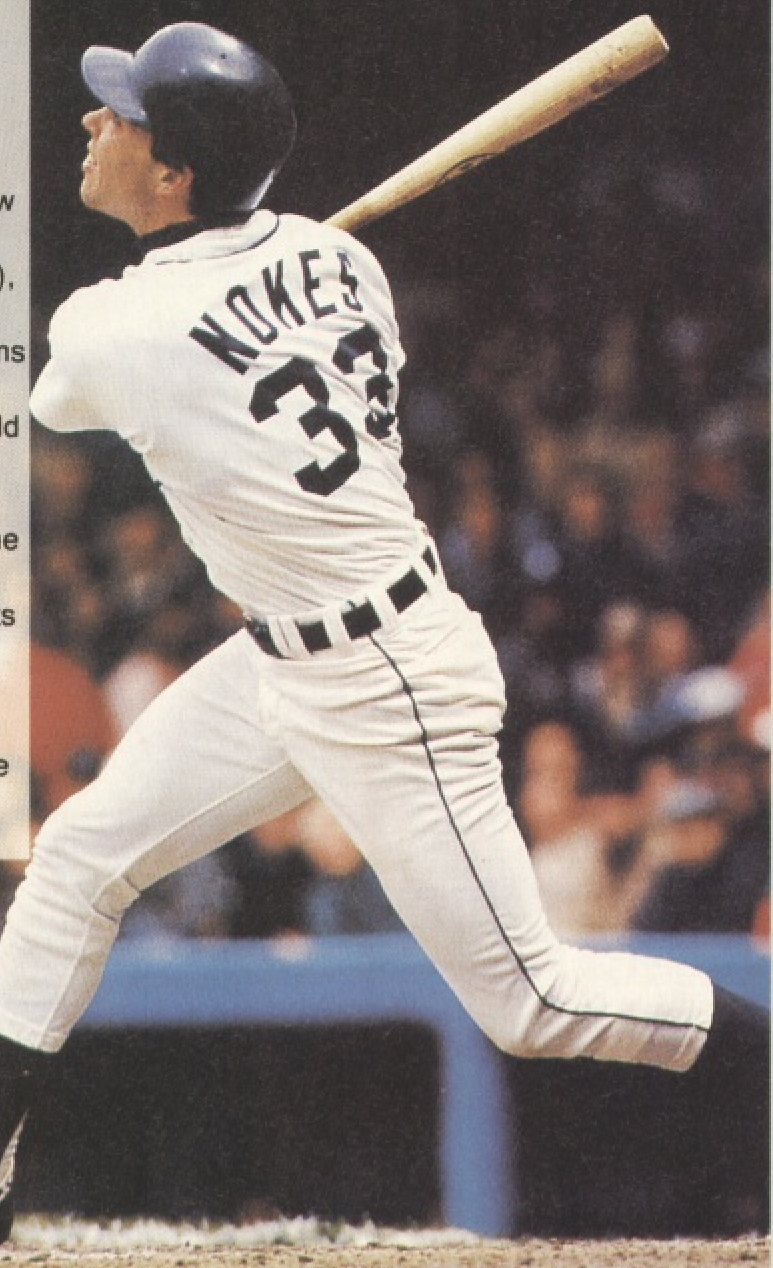






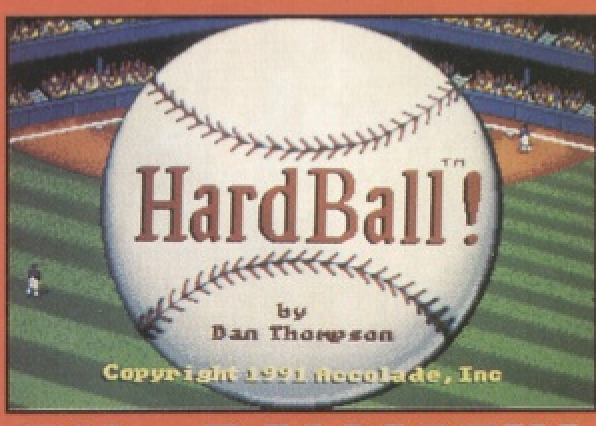


▲ Foul ball!



THE WORLD SERIES

Baseball is the national sport of the US, and is guaranteed to draw huge audiences. There are two leagues (as in American Football), the National and American Leagues. Every year the top teams from each league compete in a grand tournament called the World Series, despite the fact that only Americans play. The very first Series was played in 1903 and the final was between the Pittsburgh Pirates and the Boston Somersets (now known as the Red Sox). Boston, although the underdogs, convincingly beat the Pirates in a thrilling finale. Now, of course, the World Series is an established event watched by millions.

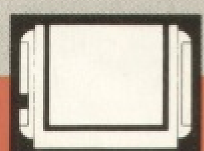


BY: BALLISTIX

PRICE: £39.99

RELEASE DATE: JUNE
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 2
RESPONSIVENESS: GOOD

1-2 PLAYERS





COMMENT



MATT

After the disappointing Super League Baseball, Hardball comes as a breath of fresh air. It's not easy to get to grips with the game (expect to be thrashed by the computer the first few times!), but effort is rewarded with the fun of making that first home run. The animation of the pitcher and batter makes up for the otherwise poor graphics, and the options include changing everything from the quality of the opposition to the type of bats used. As with most sports games, Hardball is best played with another person; but this is still a good one-player game.

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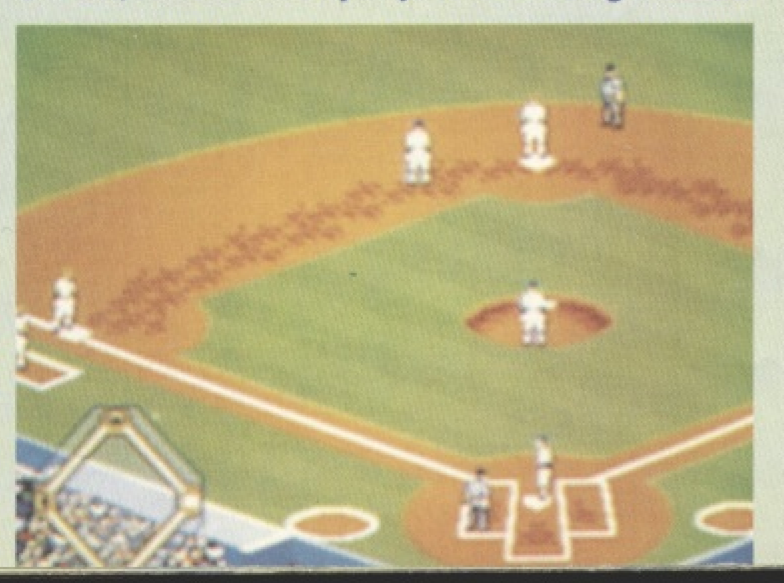
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Seattle

▼ OK, I know one of you jokers is hiding the ball!



PRESENTATION 73%

The intros aren't exactly throat-grabbing, but there are loads of options and the selection screens are clear and concise.

GRAPHICS 80%

Great animation on the close-up screens, but the larger view is disappointing.

SOUND 83%

The annoying tune can be removed and the sampled speech is great.

PLAYABILITY 79%

This is a tricky game at first, but against a human opponent it's lots of fun!

LASTABILITY 76%

As the game isn't too easy or too hard, there's plenty of longevity here.

OVERALL 80%

An excellent baseball game that's a must for fans of the sport.

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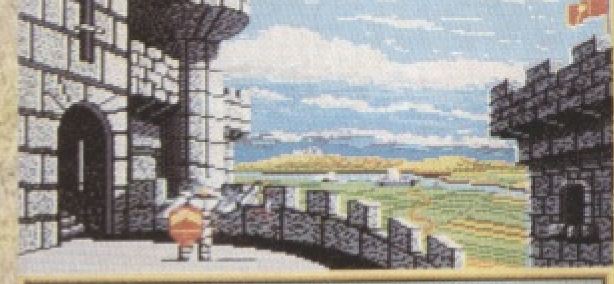
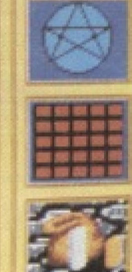


KING'S BOUNTY

King Maximus was a lovely chap. He travelled the land doing good deeds, helping the needy and feeding the hungry. He trotted about on the Royal Pony dispensing righteous justice with his Sceptre of Order. Meanwhile, Arech Dragonbreath, hating the twee nature of the softy, goodie-two-shoes ruler and his kingdom, decided to invade and lay waste to the four continents with his Dark Legions. To throw the land into chaos and weaken Maximus' forces, Arech has stolen the Sceptre of Order and the armies of good will not be able to repel the invaders unless it is recovered.

King's Bounty is a cross between an RPG and a strategy game. You can play as one of four characters, each of which have their own strengths and weaknesses. Once chosen, the character recruits his own group of soldiers and treks across the landscape searching for treasure, artifacts and foes to chop up. Killing monsters earns the character a bounty which pays for siege equipment, spells, information and extra troops.

Ships are the army's standard mode of transport, and as the party sails around the continents promotions and extra troops help to bolster its strength. However, to find the sceptre, it's essential to find the map which shows its location. Unfortunately the map is broken up and scattered around the landscape, and finding those pieces is a quest in itself!


▲ *The king tells the hero what to do and provide a few troops for the task.*



▲ *Those trolls are wiping out all the good guys!*



FOUR PLAY

The four choices of character vary dramatically in their particular abilities. Here's a look at them.

LORD PALMER

This paladin is good at magic and has strong troops. He is not as powerful in combat situations as the knight though.

SIR CRIMSAUN

He's a knight, and is therefore good at leading troops into battle. He also gets lots of money every week. However, his magic is not that powerful.

TYNNESTRA

This sorceress is rubbish at leading her troops, but a whizz with magic. Don't expect to win battles by brute force.



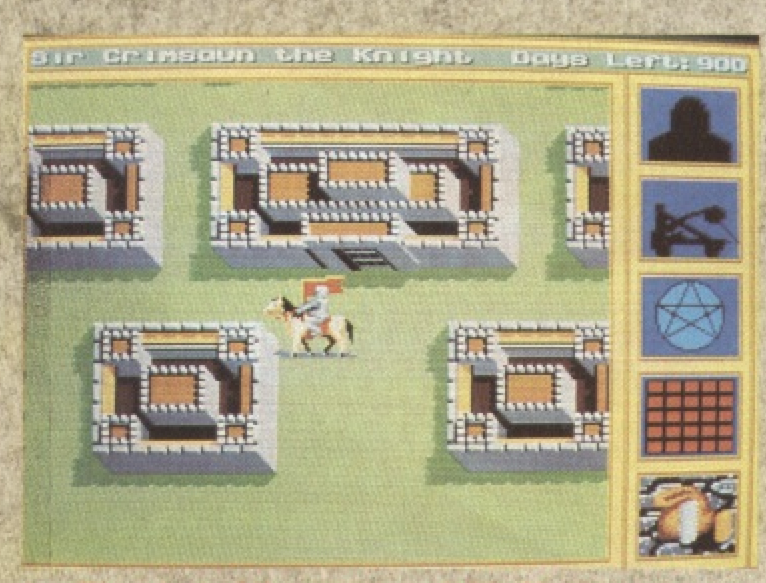
MAD MOHAM

Moham the barbarian is easily the best fighter in combat, and has excellent troops to begin the game. However his magic is so bad he has to be taught spells before he can use them.





▲ Visiting the many caves results in recruiting monsters for the army.



▲ The start of the game, outside Maximus' castle.

▲ Running into monsters precipitates combat.

MAGIC MOMENTS

The array of spells can be daunting at first, but the magic system is easy to get used to. Most spells can be bought or found, and if a certain spell doesn't seem to be around it probably isn't needed on that continent. Some spells are only available during combat, while others come into force while exploring or in a town. Instant Army is a fun spell for increasing the friendly forces before a battle, while Bridge helps to get across a river or stream.

COMMENT

MATT

I thought this was going to be an average RPG, but in fact it's not at all bad. I especially like the straightforward combat system, and though the graphics are hardly likely to win any awards, they do convey all the information. I'm not sure that this will sell too well (considering the hefty price tag), but I like it anyway. The only thing you should watch out for is the compatibility problem with Japanese Megadrives, so think twice before buying if you don't own an official machine.



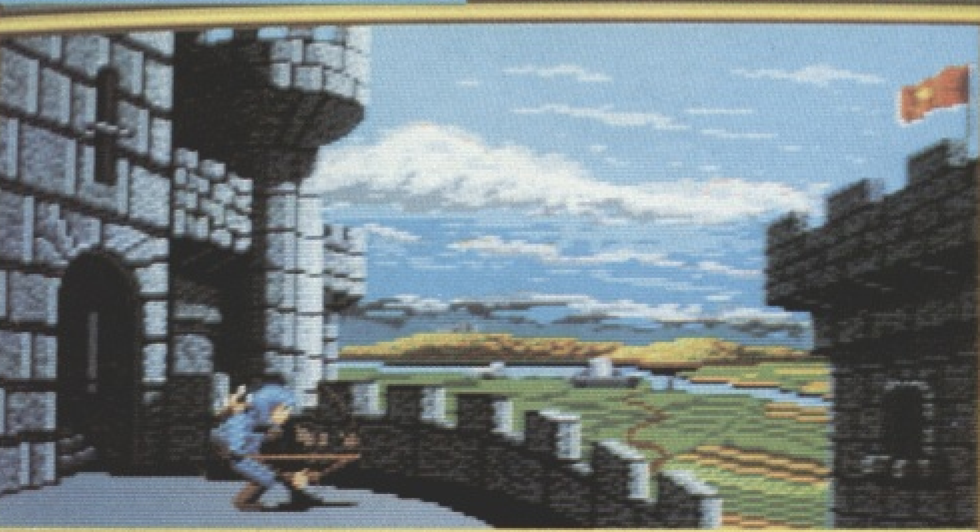


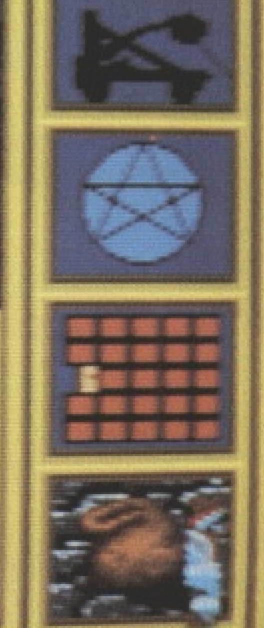
▲ Ganging up helps to kill tough ogres.





▼ Cavalry and knights are unavailable until the first quests are completed.





COMMENT

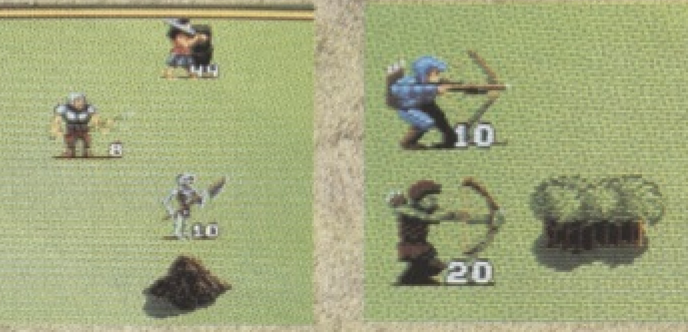


JULIAN

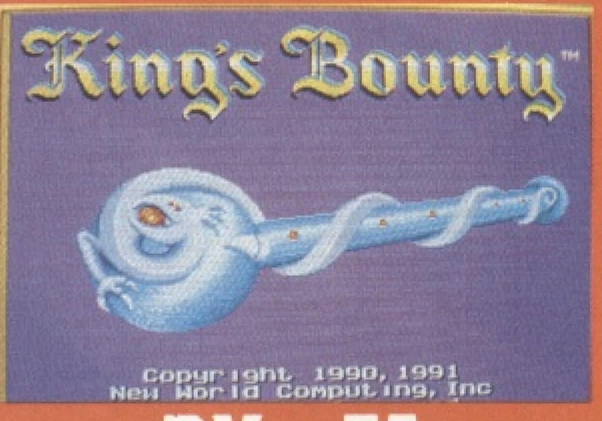
Not being particularly interested in RPG's, a game of this sort has to be pretty amazing to get me playing. Sword of Vermillion managed to do it last month, but unfortunately this one failed to grab my enthusiasm. It's quite good fun, but neither the graphics or the sound provide any sort of atmosphere and the gameplay simply isn't addictive enough to appeal to anyone other than ardent RPG fans.

ORC-WARD BATTLES

The combat screen shows both friendly and enemy units. Each friendly unit receives an order to move and/or fight every turn, the limitations of which vary according to the type of unit. Sprites, for example, can fly to any part of the screen, and archers aren't limited to attacking the adjacent square the way that other units are. Stats for every unit can be checked from the commander's menu - remember, it isn't a good idea to send peasants up against ogres...



▲ The archers and pikemen wipe out some orcs.

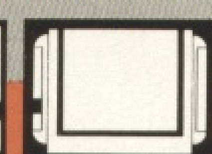


BY: EA

PRICE: £39.99

RELEASE DATE: JUNE
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: N/A
SKILL LEVELS: 1
RESPONSIVENESS: GOOD







PRESENTATION 78%
Crude but effective screens lead the player through the game, and the manual is laid out informatively.

GRAPHICS 74%
The graphics aren't too attractive, but they never obscure the task in hand.

SOUND 67%
An annoying tune plays throughout, and the sound effects are pretty limited.

PLAYABILITY 82%
An annoying tune plays throughout, and the sound effects are pretty limited.

LASTABILITY 80%
It will take many days of playing to complete this, and then there are the other characters to play with.

OVERALL 80%
An RPG which is long on gameplay, but short on decent graphics and sound. Try it out if you're an RPG fan.

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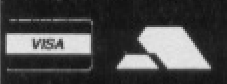
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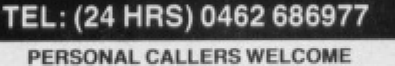
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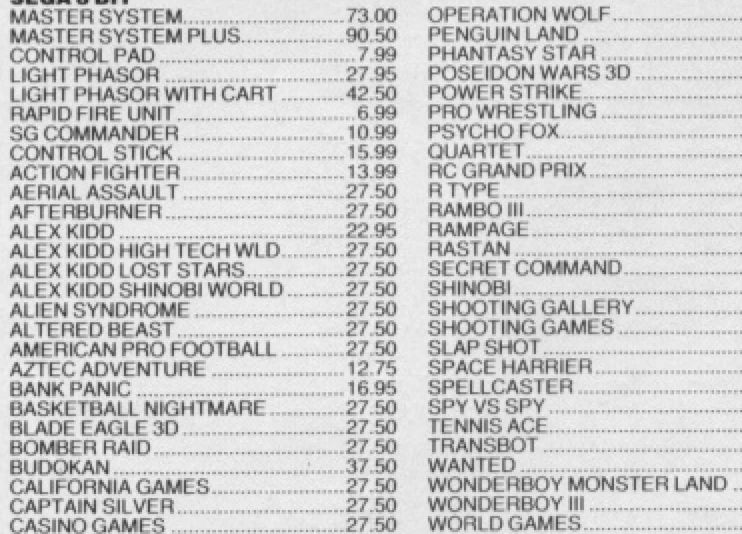


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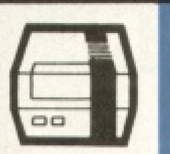
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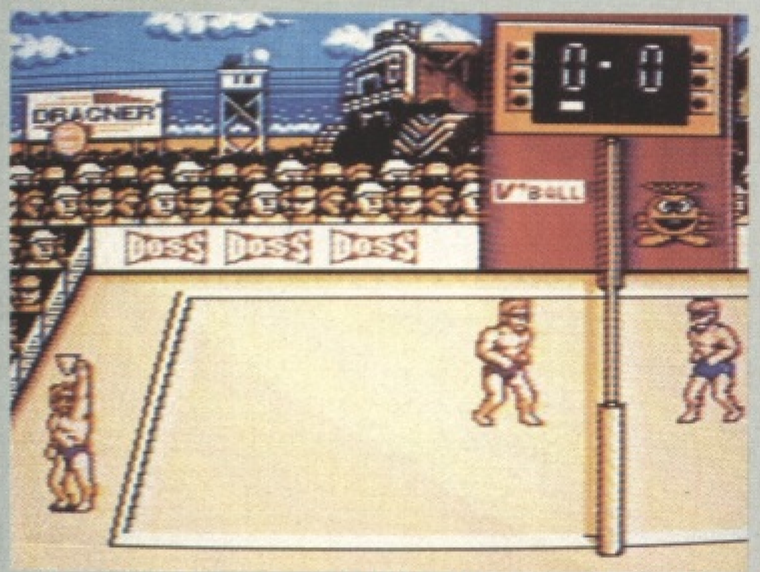
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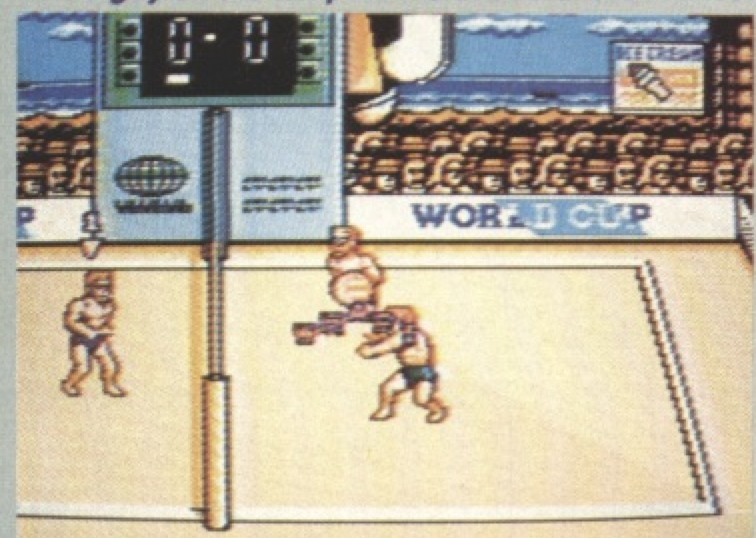
SUPER SPIKE VOLLEYBALL

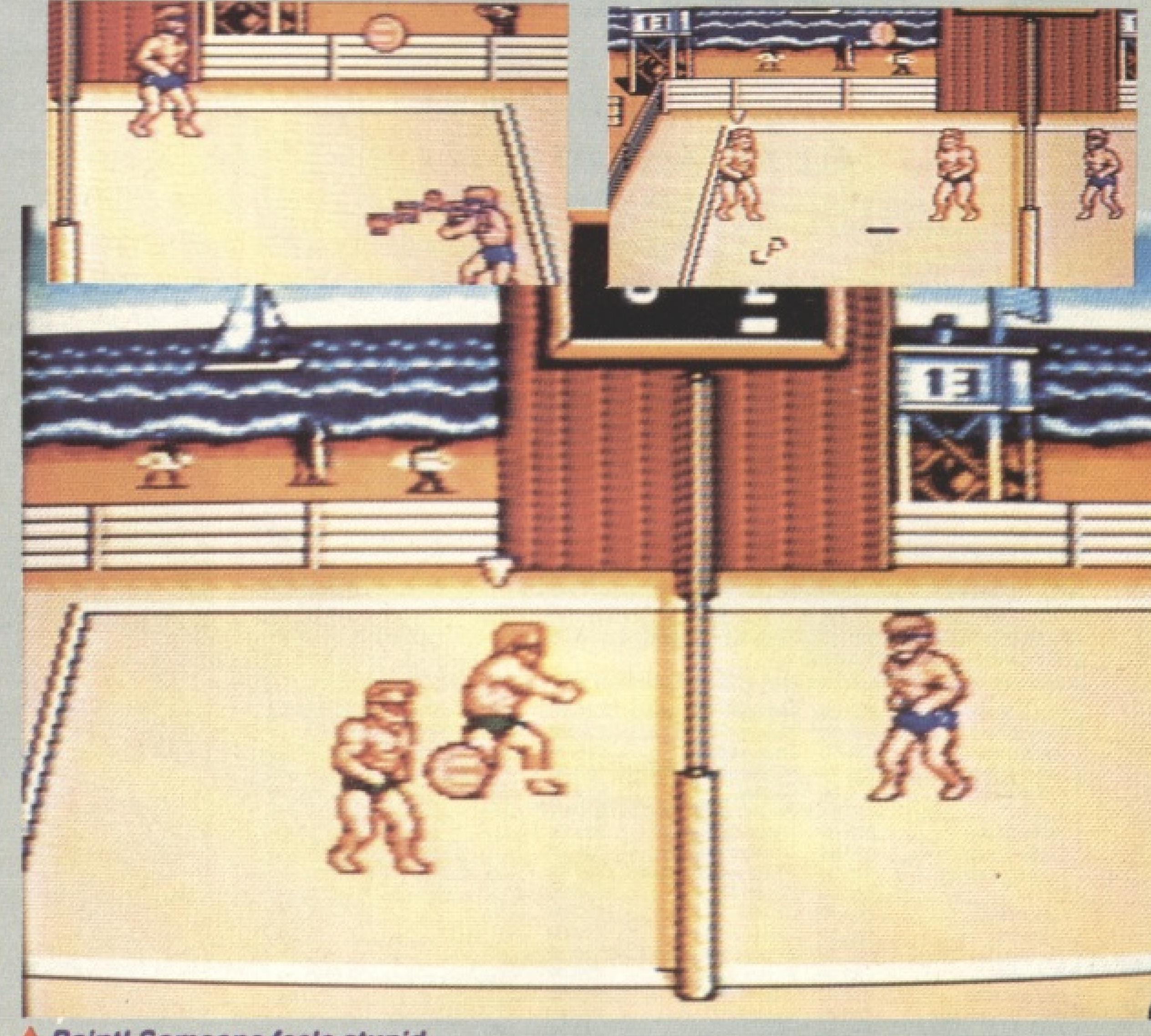
The world's favourite beach sport comes home with the advent of this spanking new Nintendo cart! Volleyball is best described as a sort of Tennis without the racquets, where the object is to keep the ball in the air for as long as possible. If it touches the ground in your half of the pitch you lose a point. If it reaches terra firma in the opponent's half then you gain a point. The first team to possess 15 points is deemed the winner.

Super Spike Volleyball contains all the bumps, sets and spikes a volleyball fan could hope for, along with masses and masses of options with which to tweak the game. In keeping with the spirit of the game, Super Spike Volleyball even supplies a beach bimbo to act as referee!



▲ *The guy on the left puts his deodorant to the test.*





▲ *Point! Someone feels stupid...*

THE BEACH BOYS

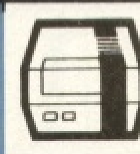
There are four pairs of bronzed hunks that the player can control for the duration of your volleyball-related antics. Each pair have their own strengths and weaknesses. On the character select screen, the players boast about what they're good at, somehow neglecting to mention the aspects of the game at which they're not so hot. Here's a guide to each.



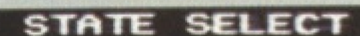
NAME: AL
PARTNER: JOHN
COMMENTS: Spiking the ball back into the air is this couple's speciality. This is good for both defense (recovering the ball from a nasty attack) and attack (positioning the ball for a lethal shot).

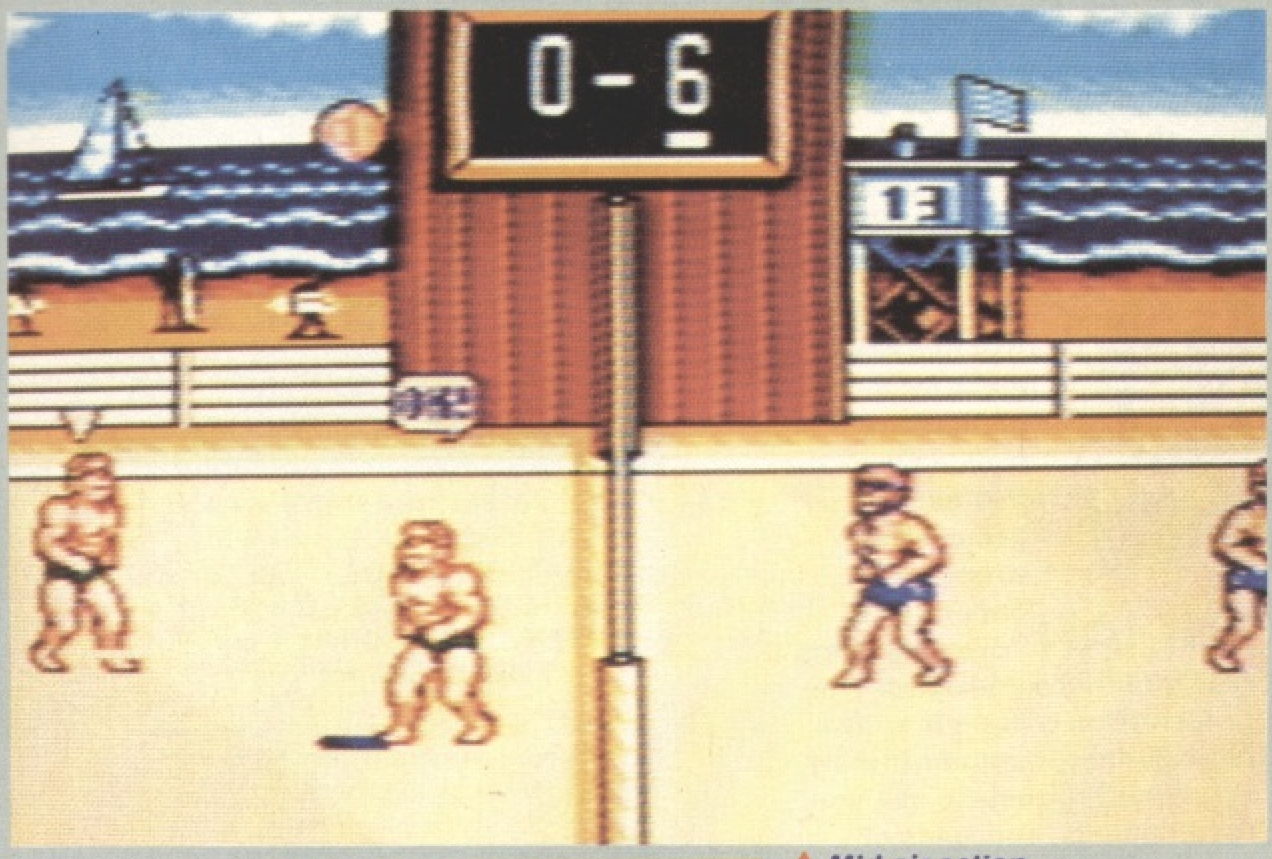


NAME: GEORGE
PARTNER: MURPHY
COMMENTS: George and Murphy claim they're brill at everything vaguely related with volleyball. The truth of the matter is they're a very average team, not excelling at anything in particular.









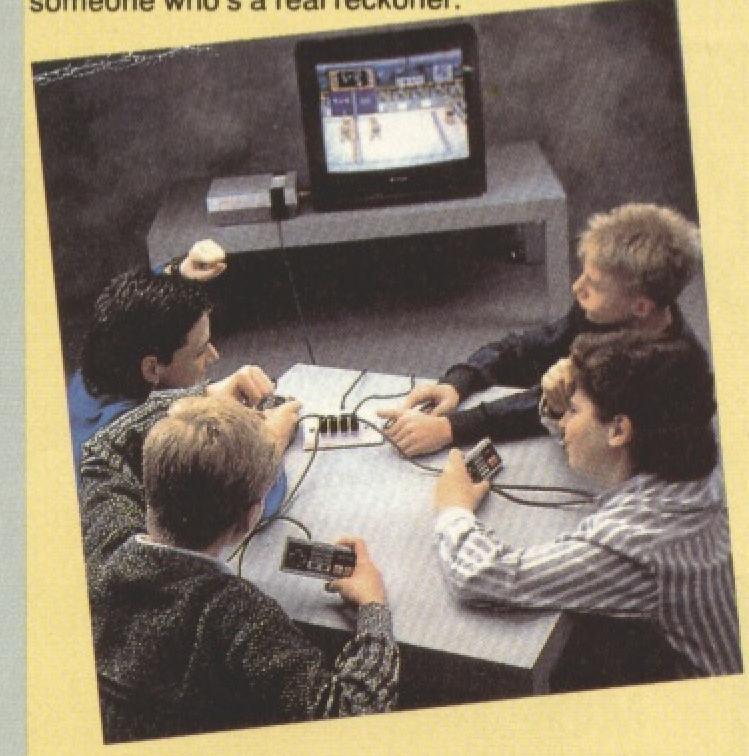
▲ Mid-air action.



▲ The US in all its glory! Hurrah!

FOUR PLAY ON THE BEACH

Along with Ivan "Ironman" Stewart's Super Off-Road Racer, Super Spike Volleyball is a game that enables up to four players to participate at once. This is achieved via the use of the Four-Score device which enables four controllers to be plugged into the NES at once. Super Spike Volleyball also features the option to pit one player against two, if you feel like taking on someone who's a real reckoner.



COMMENT

RICH

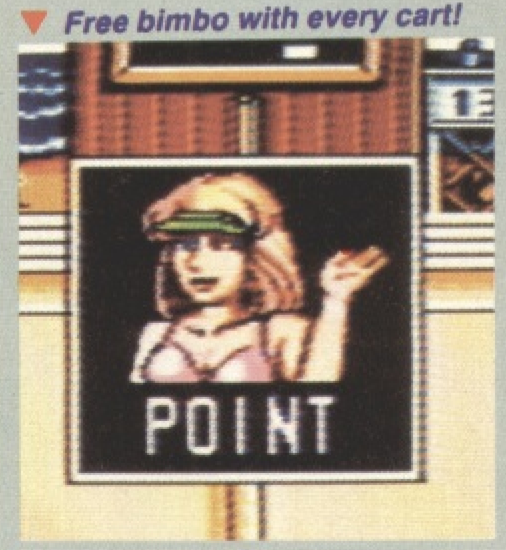
Super Spike Volleyball is a very simple game to get into, but it takes quite a while to fully master the control method. All sorts of shots and dives can be attempted and the athleticism of some of the characters is unbelievable. It reminds me of Blades of Steel in that the game itself is very simple, but there are loads of options plastered on top of the game to make it last that much longer. The idea of having four different teams to choose from is a good one and helps suit you style of play. The graphics are fine, although the backdrops don't significantly change between each level. The sprites are large and well-animated and the sound consists of a few decent tunes and some nice sound effects (the crowd noise is pretty good). With two, three or four players participating, Super Spike Volleyball is a whole different ball game. I'd recommend this to anyone after an all-round good game.

▼ The game's options revealed.

GAME MODE

- TOURNAMENT SINGLES
- TOURNAMENT DOUBLES
- 1 PLAYER VS 1 PLAYER
- 2 PLAYERS VS 1 PLAYER
- 2 PLAYERS VS 2 PLAYERS

▼ Free bimbo with every cart!





NAME: BILLY
PARTNER: JIMMY
COMMENTS: The Double Dragons strike back! Unfortunately, they choose not to kick in the opposition in this game. Instead they play a very strong defensive game, which is just as well as there aren't any bonus points for making your opponents eat knuckle.

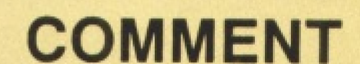


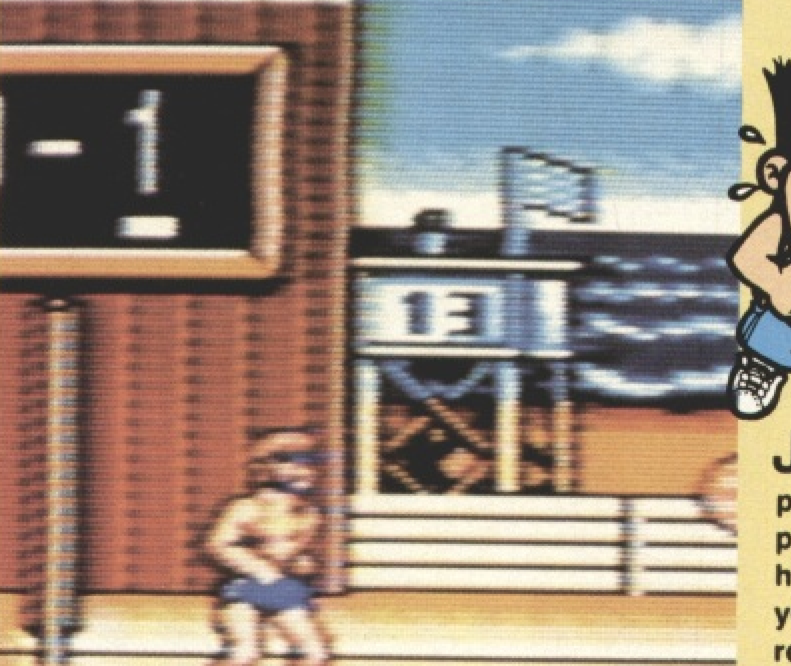
NAME: ED
PARTNER: MICHAEL
COMMENTS: Ed and Michael pride themselves on their speed. This doesn't just mean their running speed, but the velocity of their shots too. Watch out!

TOURNAMENT CHOICES

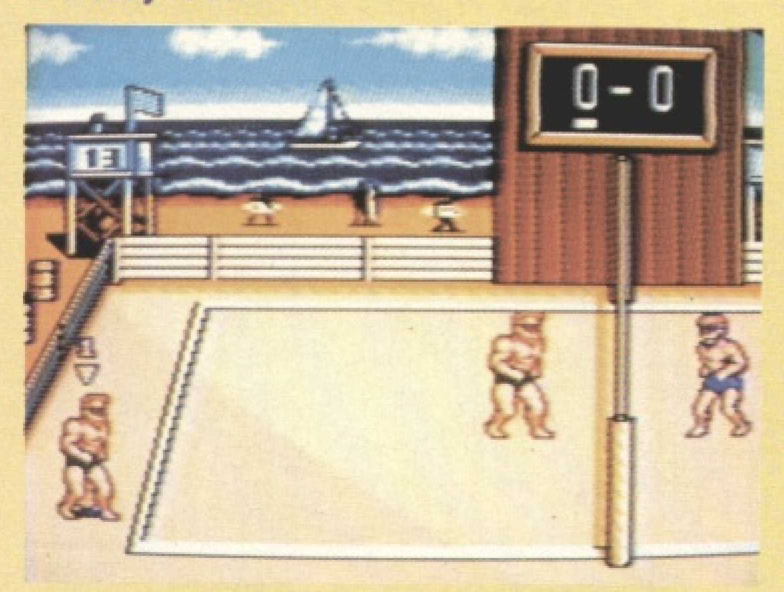
There are three different types of match that players can participate in. An exercise game is just that, the opportunity to hone your skills before you enter a tournament proper. There are two types of tournament on offer. The American Circuit takes our volleyball aces through a season of volleyball starting off at Daytona. The World Cup pits our beach-loving heroes against skillful players from around the globe, in pursuit of the World Cup itself!







▲ *Ready to serve?*



COMMENT

JULIAN

I'm not really a volleyball fan, and didn't think that this would make for a particularly exciting or interesting game. How wrong I was. Super Spike Volleyball offers plenty of thrills and spills! The presentation is superb, with a huge variety of options that let you tailor the game to suit your requirements, and loads of computer teams to challenge you. The graphics and sound are also great, but where this scores highest is in the playability. The control method is fairly easy to master and there are a huge variety of moves available, meaning that novices can easily get into the game, but there's plenty of opportunity for experts to develop wicked playing strategies! Although it's a challenging and enjoyable game with one player, like all sports simulations, the game is best appreciated when two players (or even three or four if you have a Four Score adaptor) are participating simultaneously! A must for sports fans.

GROOVY MOVERS

There are plenty of moves available to each player. When the ball sails over the net into your half the first priority is get the ball back into the air. A quick "dig" underneath the ball is enough to achieve this. This enables the second player to position the ball (or just volley it straight over). The first player is then given the opportunity to place the shot, and depending on the position you move the joypad, the landing area of the ball is determined. This means that different shots can be attempted from the "wham-it-right-to-the-back" shot to the "sneak-it-cunningly-just-over-the-net" effort.

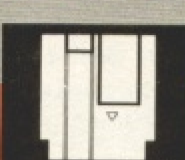






BY: NINTENDO
PRICE: £34.99
RELEASE DATE: JULY
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: GREAT







PRESENTATION 92%
Loads of screens to wade through and a myriad of options.

GRAPHICS 83%
A nice play-area populated with excellent sprites.

SOUND 83%
Nice tunes that suit the atmosphere coupled with fitting effects.

PLAYABILITY 87%
It's easy to pick up and play, and gives instant enjoyment.

LASTABILITY 83%
Two, three and four player options are the icing on the Lastability Cake.

OVERALL 83%
An excellent NES sports game well worth the money. Check it out.

TOP 10 CHARTS



MEGADRIVE

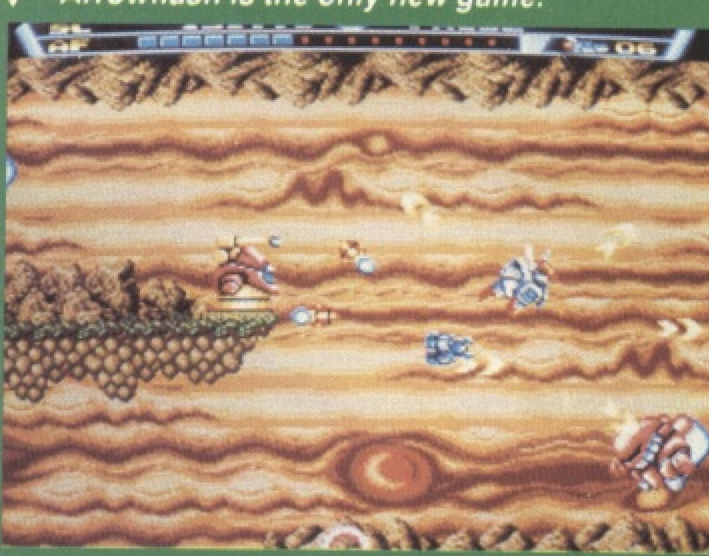
	▲	AFTERBURNER II
2	▲	PGA TOUR GOLF
3	▼	MICKEY MOUSE
4	▲	JM'S FOOTBALL
5	▲	BATTLE SQUADRON
6	▼	GOLDEN AXE
7	▼	ARNOLD'S GOLF
8	NE	ARROW FLASH
9	▼	SUPER MONACO GP
10	▼	JAMES POND



▼ *Golden Axe starts slipping!*



▼ *Monaco fails to reach top gear.*



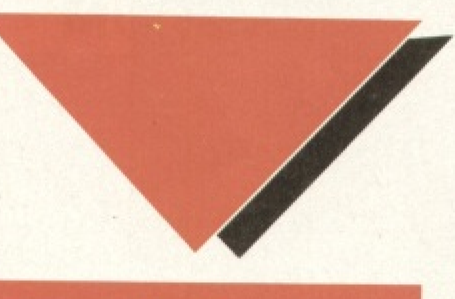
▼ *Arrowflash is the only new game.*

MEGADRIVE

Looks like you Megadrive owners enjoy kicking ass in the skies, 'cos Afterburner is now the Top Gun in the charts. PGA Golf has rightly displaced the inferior Arnold Palmer, and the slightly dodgy Arrow Flash is the only new entry. Mickey has slipped somewhat but on the strength of the latest titles is unlikely to disappear for a while.

PREDICTIONS

NINTENDO: GREMLINS (AGAIN)
MEGADRIVE: SHADOW DANCER
MASTER SYSTEM: IMPOSSIBLE MISSION



ALL FORMATS



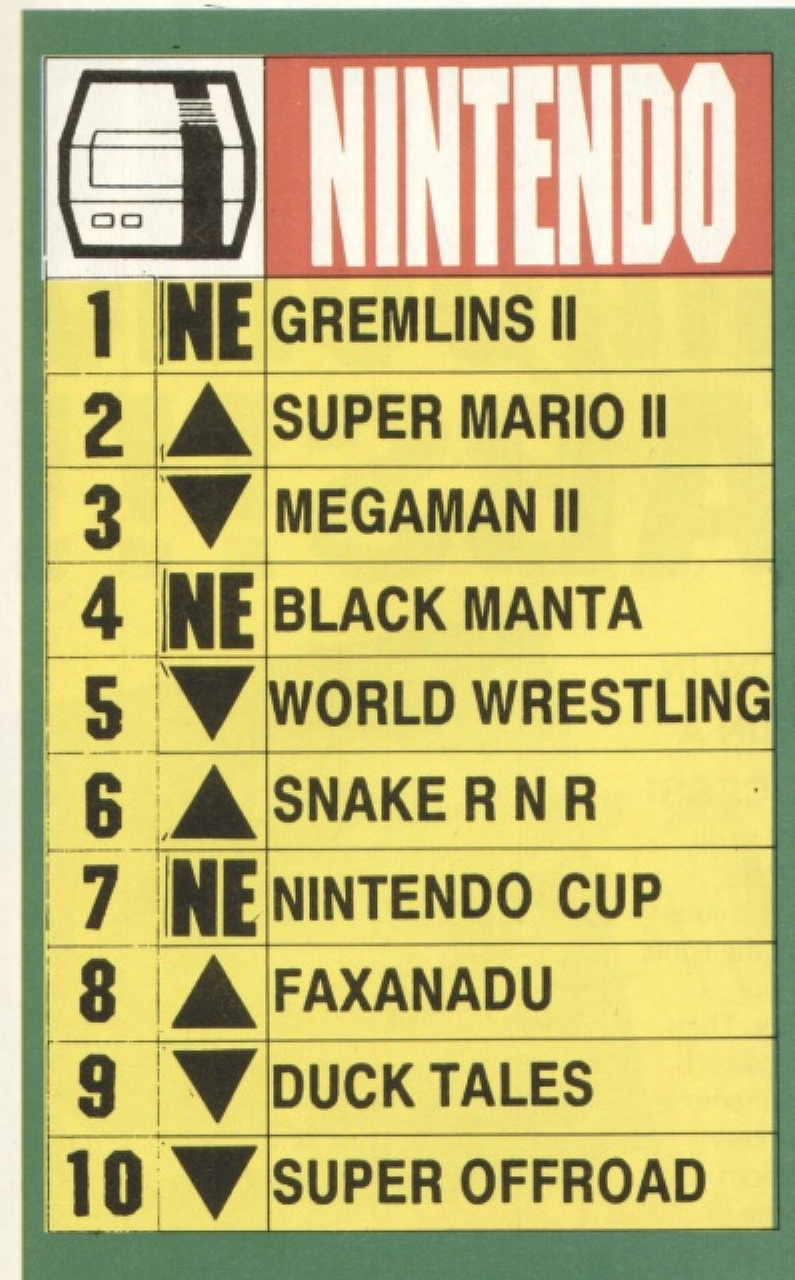
GAMEBOY

1	▲	SUPER MARIOLAND
2	◀	DOUBLE DRAGON
3	▼	SPIDERMAN
4	▼	GARGOYLES QUEST
5	NE	WIZ & WARR

GAMEBOY

This is a bit of an odd one. Spiderman has lost out after only one month at the top, to be replaced by the old (but fabby) Marioland. Hmm. Wizards and Warriors is edging its way into the charts and no doubt will settle down for a stay. But where oh where is Revenge of the Gator? Buy it now!!!





NINTENDO

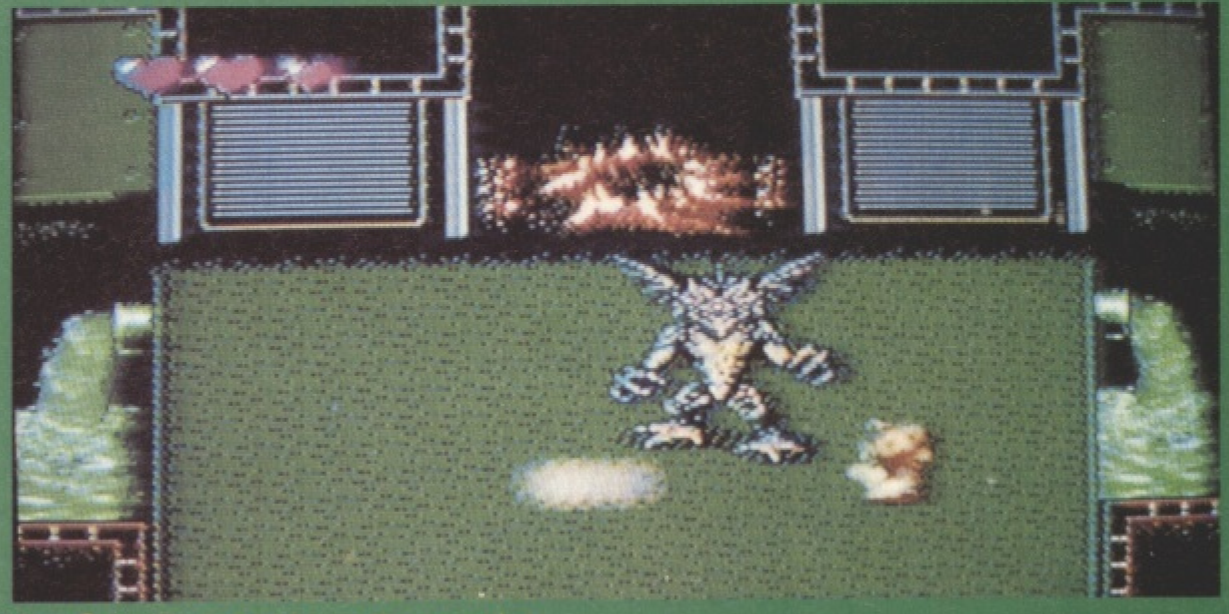
1	NE	GREMLINS II
2	▲	SUPER MARIO II
3	▼	MEGAMAN II
4	NE	BLACK MANTA
5	▼	WORLD WRESTLING
6	▲	SNAKE R N R
7	NE	NINTENDO CUP
8	▲	FAXANADU
9	▼	DUCK TALES
10	▼	SUPER OFFROAD

NINTENDO

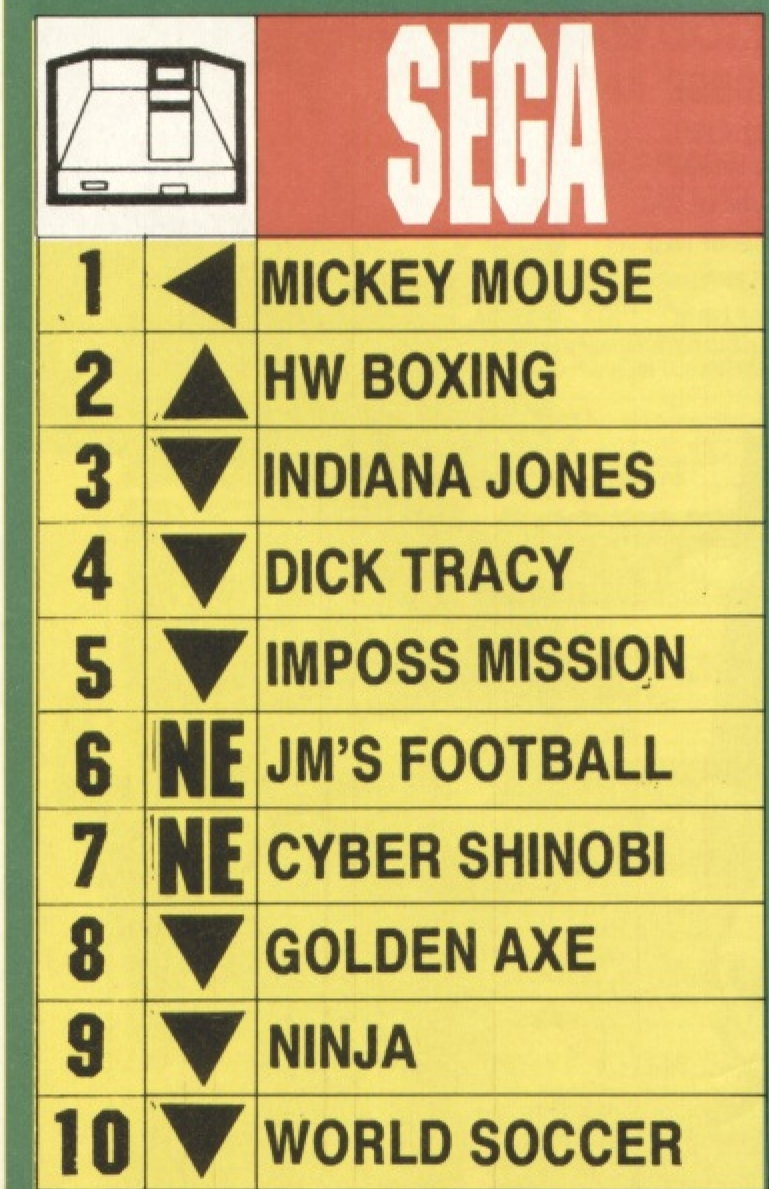
The pesky varmints romp home in the number one slot this month, demolishing Megaman II's position. Black Manta peeks its head over the battlements and the dross known as Nintendo World Cup is another new entry. Are you lot mad or what? Duck Tales is disappearing faster than it deserves to - and so is Super Offroad!



▲ *Black Manta storms in.*



▲ *Gremlins gobble up the top slot.*

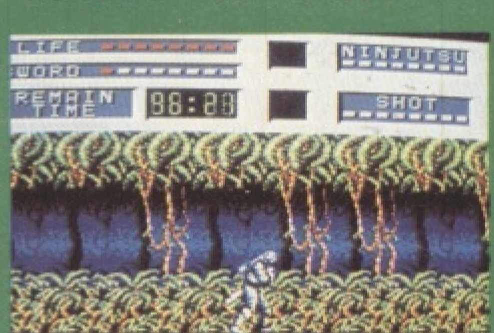


SEGA

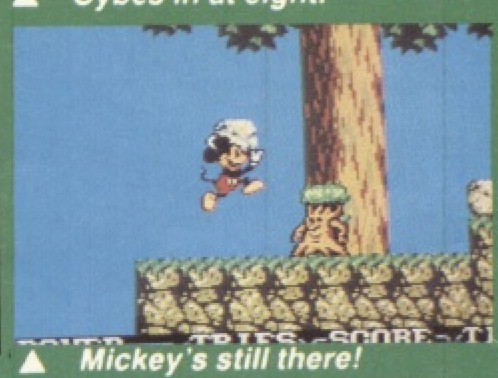
1	◀	MICKEY MOUSE
2	▲	HW BOXING
3	▼	INDIANA JONES
4	▼	DICK TRACY
5	▼	IMPOSS MISSION
6	NE	JM'S FOOTBALL
7	NE	CYBER SHINOBI
8	▼	GOLDEN AXE
9	▼	NINJA
10	▼	WORLD SOCCER

SEGA

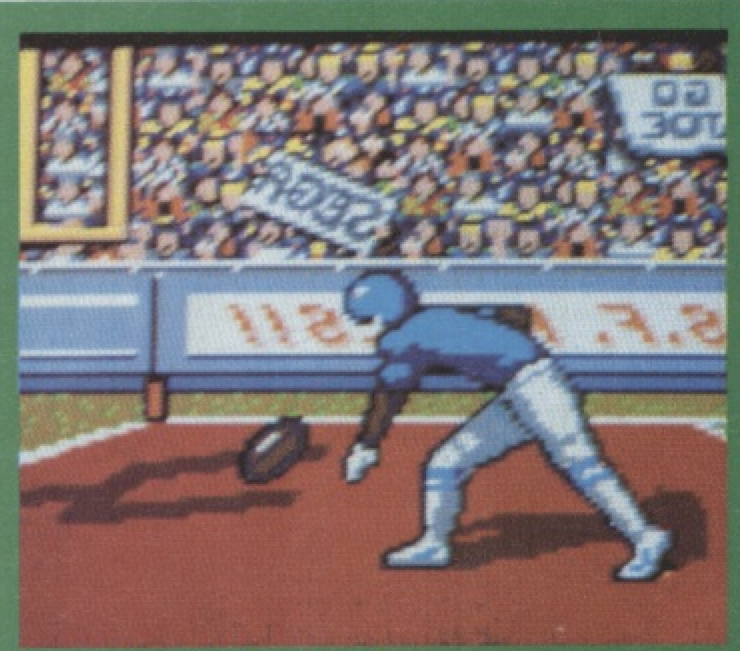
There's very little change here either, with Disney's cheese-nibbler hanging on to first place. Dick Tracy and Heavyweight Boxing are both doing well, and Joe Montana's Football is worthy of its place. Why on Earth are you people buying Cyber Shinobi? It's worse than Fast Friends on TV!



▲ *Cybes in at eight.*



▲ *Mickey's still there!*

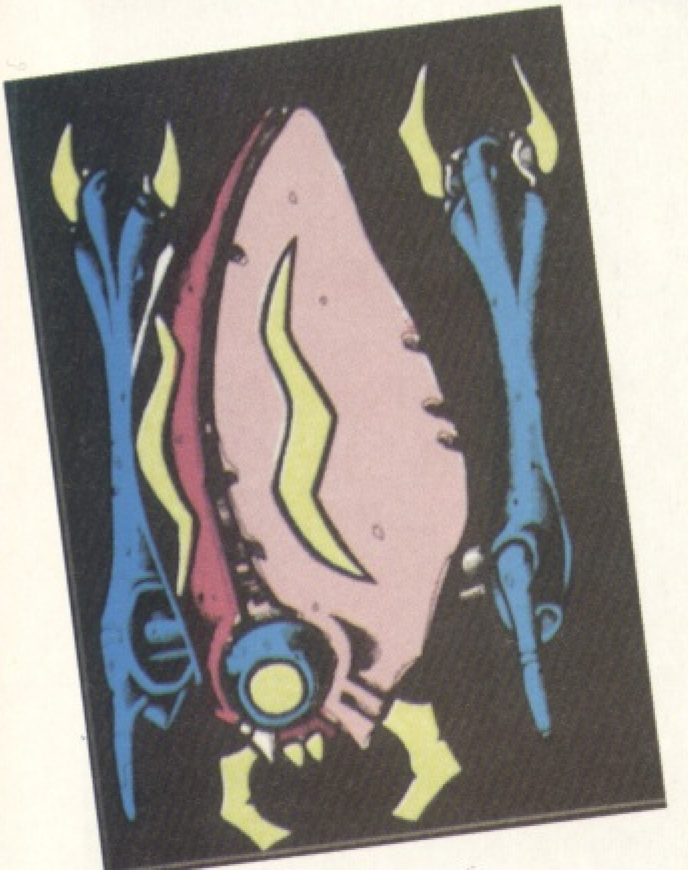


▲ *Joe's not slow to get in.*



▲ *The end of Axe?*

TWO SUPER FAMICOMS UP FER GRABS!!!



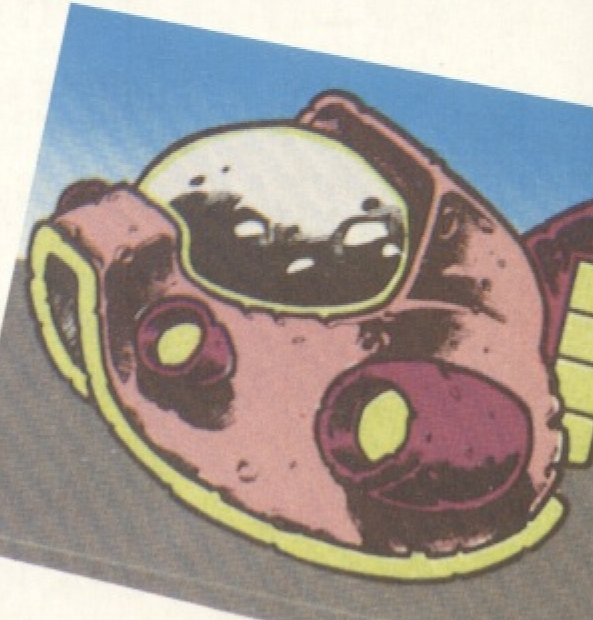
HOW TO USE YOUR FREE GLOW IN THE DARK STICKERS - AND WIN A SUPER FAMICOM IN THE PROCESS!

You're probably wondering what on Earth to do with those funny things on the front cover. Well, they're glow in the dark stickers! If you want hideous mutated beasts staring you in the face when the lights are out, either marry Esther Rantzen or put our stickers under a strong light for a few minutes. Then peel them off, stick 'em down, and shriek in horror!

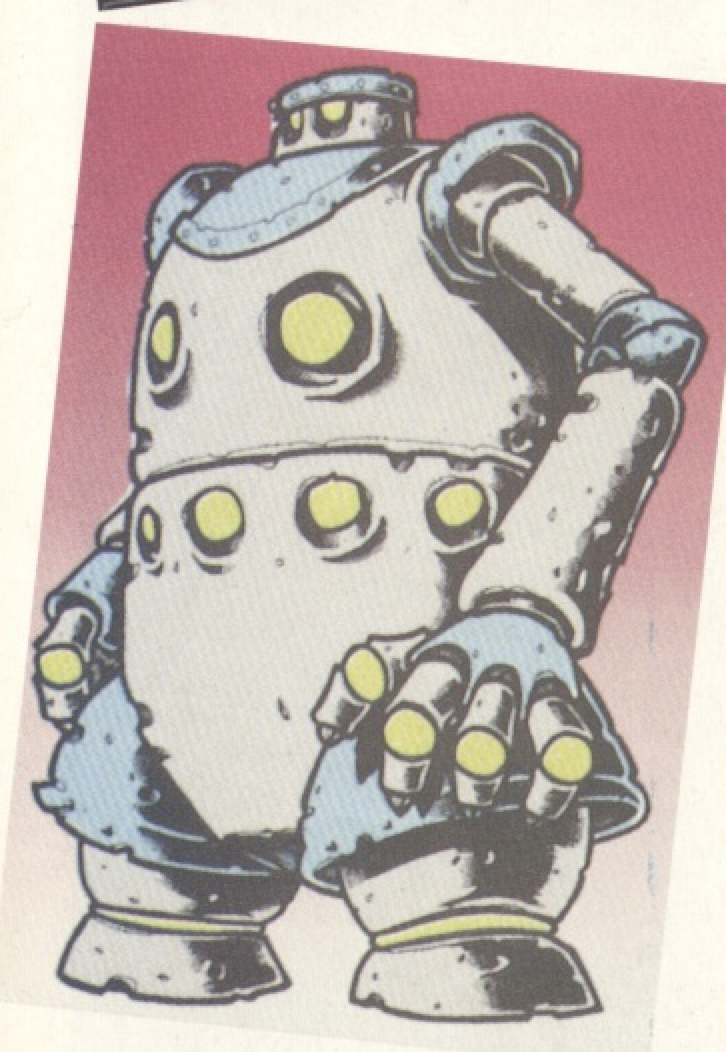
Gary's busy drawing another set for next month's issue, so you'll be able to adorn all your exercise books or walls. On top of that, if you collect both you'll be able to enter our fab competition to win one of TWO Super Famicoms! Just carefully put aside the sticker marked "MEAN MACHINES Token" and buy the next issue when it comes out. Then look for the special competition, attach the two stickers and send it off!

If you want to double your chances to win (and have a cracking good read at the same time) then there are similar stickers on the cover of the latest CVG. Collect those and the ones on the cover of the following issue for another chance to win one of two Famicoms!

MEAN MACHINES. The best stickers, the best prizes, the best mag.

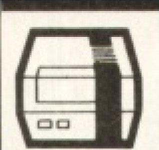












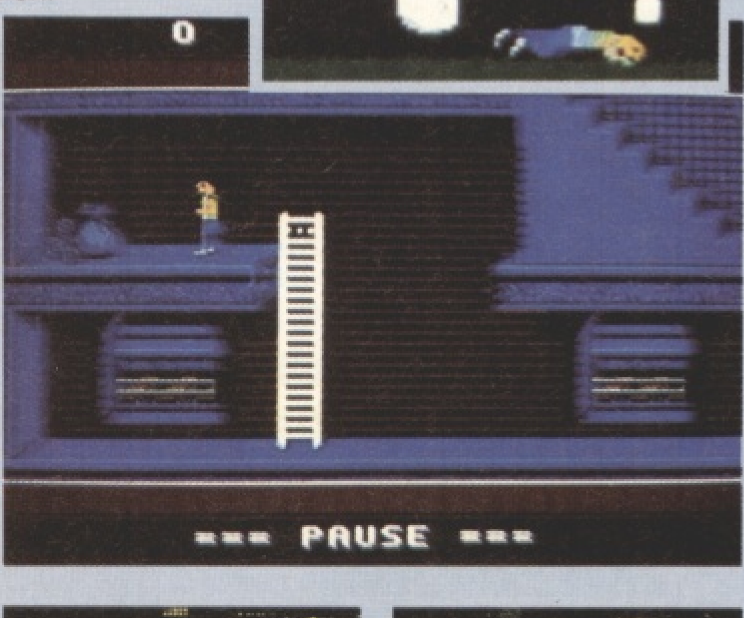
A BOY AND HIS BLOB

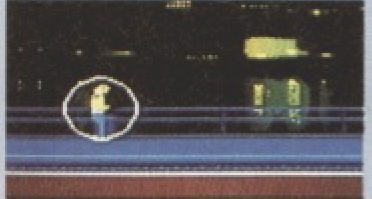
It is the twenty-first century and a crisis faces the rotund blob-like beings of Blobolonia. The Emperor has suddenly become a rather evil tyrant bent on force-feeding the inhabitants a staple diet of marshmallows and chocolate. This may sound fine to most people, but in reality not a lot of blobs like marshmallows and chocolate, preferring the lovely taste of jellybeans.

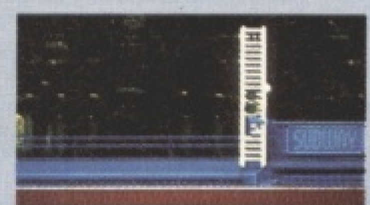
One such Blob (named Blobert, but he prefers to be called Blob by his friends) has escaped to Earth and has made friends with a young boy (draw your own conclusions about this). This young lad is pretty upset about the treatment his chum is getting and decides to brutally murder the Emperor and liberate the inhabitants of Blob. Hurrah!

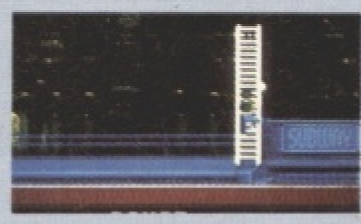
Many days and sleepless nights are spent by the boy and his Blob formulating cunning plans with which to bring down the evil Emperor. In the end, our heroes decide to collect a load of treasure, swap it for some vitamins (why he can't just go down to Boots and buy some isn't explained) and then force-feed them to the Emperor back on Blobolonia. Only then can the Blobs be free from their gastronomic oppression.

▶ *Use the licorice ladder to get the treasure!*









JELLYBEAN REMIX

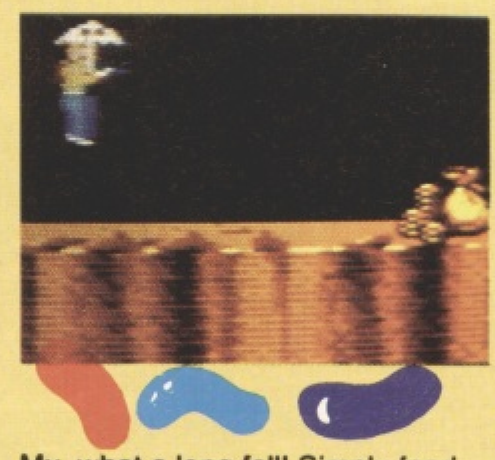
In controlled experiments, it was discovered that Blobs are instantly transformed into useful items by feeding them different varieties of jellybean. Our youthful hero carries a backpack full of jellybeans and since Blobert likes them so much, he's all too pleased to transform himself into various shapes - especially if his blob-like form can be used to solve some of the platform puzzles found in the game.



The first Blob-related puzzle. How can the boy reach the lower level of the subway? Blob can be changed into a hole simply by feeding him a punch jellybean. The boy can now fall through the hole.



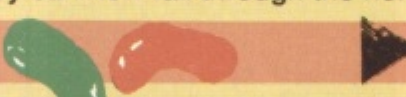
Removing those manhole covers would give our youthful hero more access to the underground subway. Feed Blob with an apple-flavoured bean and he'll change into a jack, which should dispose of this problem!

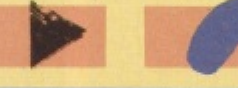


My, what a long fall! Simply feed Blobert with a vanilla jellybean and he'll change into an umbrella. The boy can scoop this up and use it to break his fall!

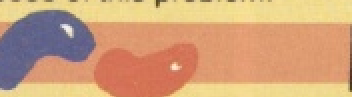
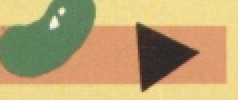
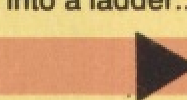


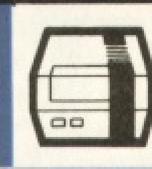
To reach higher platforms, our hero can either feed Blob a licorice bean to change him into a ladder...













▲ A visit to the drugstore!

COMMENT

RICH

A Boy and His Blob scores no points for pulse-racing excitement. The pace of the game is quite sedate, and you have to get quite a way into the game before your reactions are put to the test. However, A Boy and His Blob is one of the most challenging arcade adventures I've ever played. What I like about it is that there's always more than one way to complete a puzzle. For example, cushioning that massive fall can be achieved with either the Cola Bubble or the Vanilla Umbrella. The game also has a superb graphic quality. Some of the backdrops are digitised and superbly coloured, whilst the sprites are fantastic. The boy moves smoothly an realistically and the Blob himself is a masterpiece of animation. He smiles inanely when he sees a jellybean being tossed his way, and has the most pathetic look on his face if you don't feed him for a while! There's months of gaming in this cart, and it's worth every penny. Nintendo owners should go forth and purchase immediately!

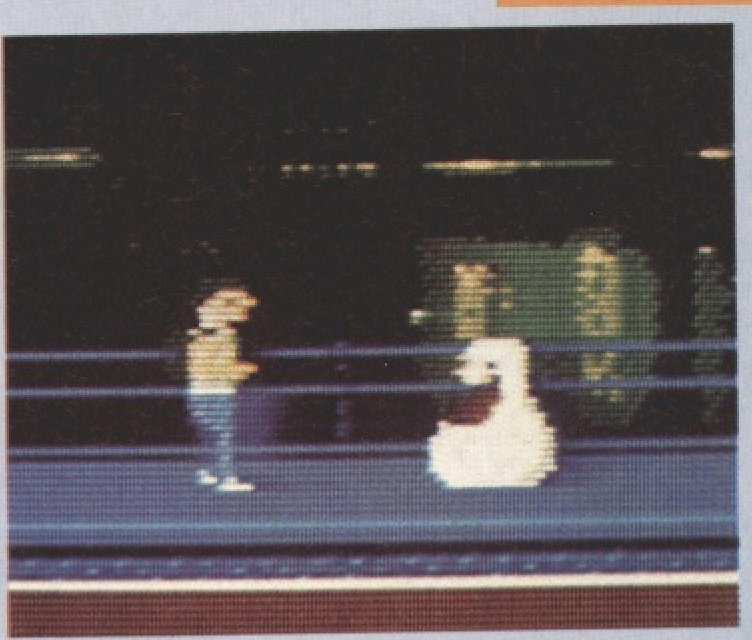
THE CRANE FILE

A Boy And His Blob was designed by almost legendary David Crane. This is his first Nintendo game, but he's designed and programmed countless hits in the past, the most famous being Activision's computer versions of the massive Ghostbusters film. Crane also worked on Pitfall, Pitfall 2 and HERO, versions of which may be appearing on the consoles...



▲ Partners in crime!



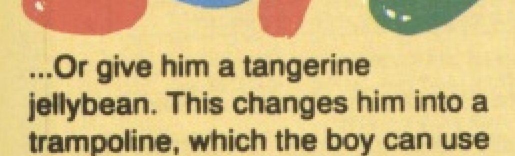


▲ Good party trick, eh?



When all the necessary vitamins have been collected, it's time to journey across the cosmos to face the Emperor. Use the root beer bean to change Blob into a rocket. Climb aboard for a first class ride to Blobolonia!





...Or give him a tangerine jellybean. This changes him into a trampoline, which the boy can use to jump higher and higher!



But the poor old Blob cannot join the boy on the higher platform. No problem! Simply throw down a honey-flavoured bean to change Blob into a hummingbird. He can now fly up to join him friend!



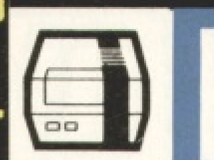
That gap in the scenery is too long for a jump, but Blob comes to the rescue yet again. Toss him a strawberry bean and he'll turn himself into a convenient bridge!



To protect him from long falls or to breathe underwater, the boy can give his blob-like friend a cola jellybean. This turns the blob into a bubble, which the boy can enter. Watch out for spikes, though!





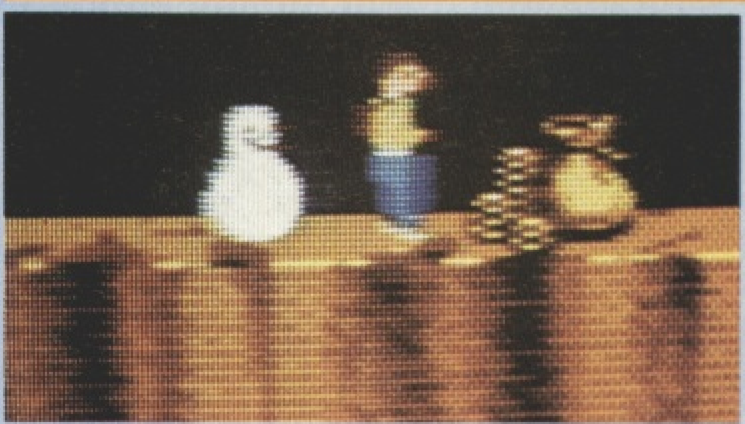


COMMENT



JULIAN

A Boy and His Blob is every bit as strange as it sounds. The gameplay is very unusual, with elements of arcade adventuring and puzzle-solving thrown together in a highly original way. The way the problems are presented is neat, requiring you to use your blob to the best of his transforming abilities. Some situations are quite tricky, and require plenty of lateral thinking to see them through, but they're never so tough that you give up completely - just try out a few beans and see what comes up! As well as being great fun to play, A Boy and His Blob looks and sounds brilliant. The graphics are tremendous, with superb sprite animation and stunning backdrops, and there are a variety of excellent tunes and effects adding a great atmosphere to the game. Put them together with the amazingly addictive gameplay and you've got a game that'll keep you playing for ages.



▲ ***Loadsa treasure!***

GOING UNDERGROUND



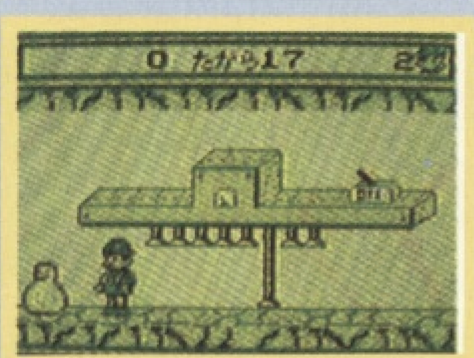
The place to find your treasures is a vast, sprawling tunnel network located far below the city streets. Getting there is the only problem, or is it? Using Blob's special shape-shifting powers it shouldn't be too long before you're exploring the dangerous caverns. Watch out for the evil snakes though - they're pretty possessive of all the treasures that they guard. Also, look out for an underground water channel. There are bound to be loads of treasure in the watery depths. It's a shame the boy can't swim. Maybe Blob can help?



HEALTH FOOD HIJINX

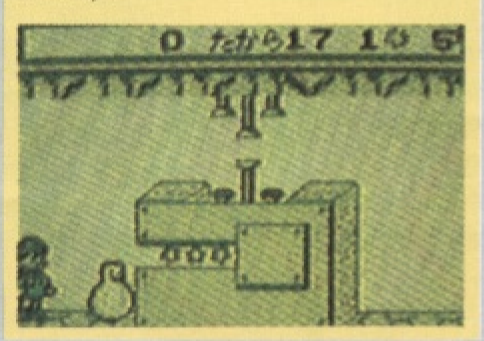
Once you've collected some treasure, travel to the health store to buy some vitamins. There are several different types on offer. Not only do they come in handy for butchering the evil emperor, they are also used later on in the game to dispose of some of the nastier enemy sprites!

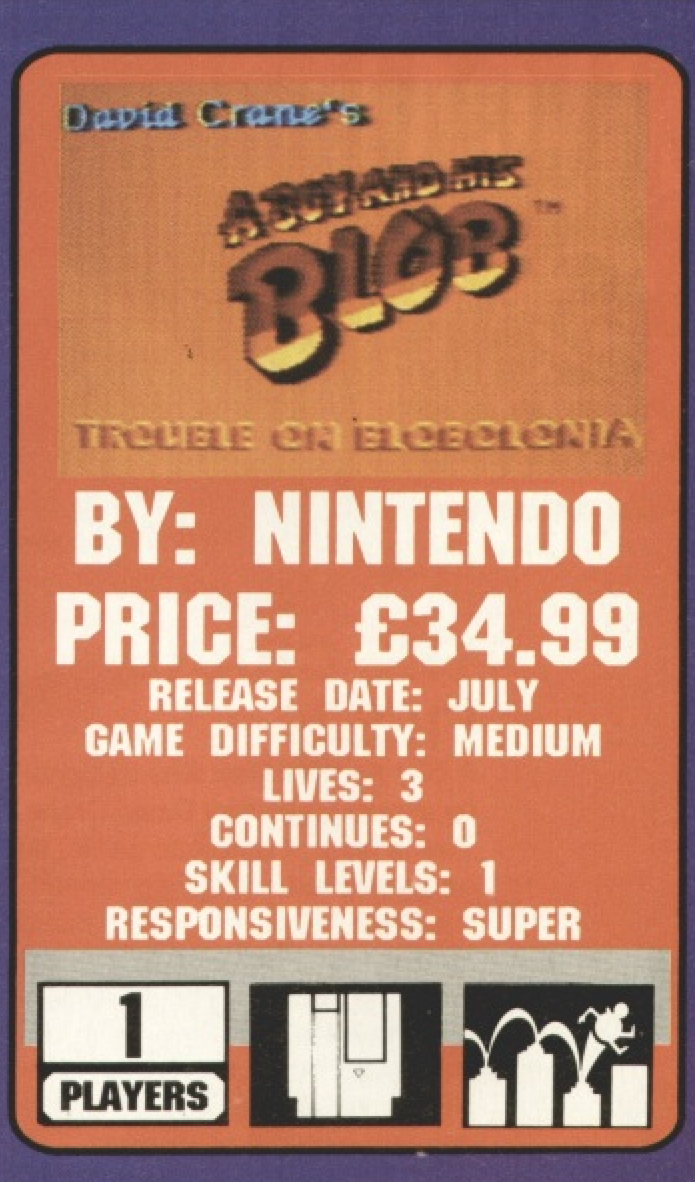




GAMEBOY BLOBMANIA

A version of this great Nintendo game is available for the handheld Gameboy. The object of the Gameboy version is much the same, except that the map is completely different. All of Blob's powers are in there and the graphics are quite nice, but unfortunately, the game's only available on import. If you're desperate to buy it, try to get an American version because all of the text on the Japanese version of the game is indecipherable (unless you can read Japanese, that is).





BY: NINTENDO
PRICE: £34.99
RELEASE DATE: JULY
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 1
RESPONSIVENESS: SUPER

PRESENTATION 91%

Helpful hints are present during the game, and the game itself is polished to perfection.

GRAPHICS 92%

Some of the best animated sprites yet seen in an NES game, coupled with excellent backdrops.

SOUND 80%

A nice selection of effects and a suitably inane theme tune.

PLAYABILITY 93%

The puzzling aspect is superbly presented and instantly addictive.

LASTABILITY 92%

A huge map to explore and loads of treasures to collect make this one that'll have you puzzling for ages.

OVERALL 91%

A superbly executed, very original, fun arcade adventure that demands a place in your NES collection.

牛寺集 GAMEBOY REVIEW

BOULDER DASH

バルダーダッシュTM

Rockford's on the lookout for jewels, so he's warped to a vast, sprawling underground system literally teaming with diamonds - and boulders. Unfortunately, as he digs the earth away to get at the jewels he dislodges the boulders, and if these fall on his head he loses a life (and gains a headache).

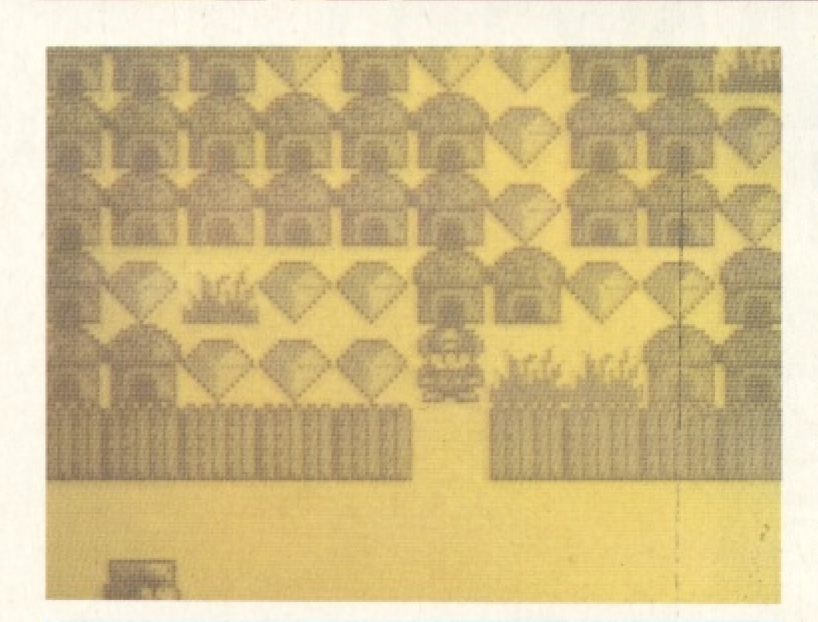
Later levels also present new hazards including butterflies that kill our hero on contact. But being a pretty resourceful chap, Rockford can drop boulders on their heads to change them into a mound of diamonds!

There are four worlds' worth of diamond-collecting antics, each with a different number of sub-levels. There's also a couple of bonus games thrown in which allow Rockford to boost his score potential!

COMMENT

RICH

A graphical face-lift is all that separates this from the classic C64 game from which it originated. The same maps and classic gameplay suit the Gameboy perfectly. The slightly blurry scrolling is the only downer but still, Boulder Dash is one to buy as soon as possible.



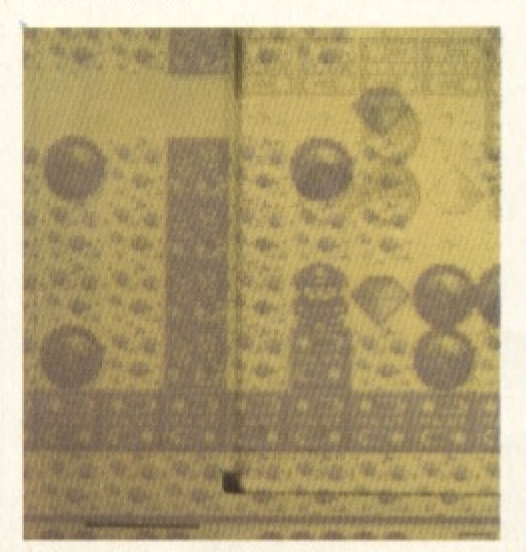
MAGNIFYING MAP MODE

Like the Gameboy version of Ms PacMan, Boulder Dash has two different screen modes. The first is a close-up, detailed view with very pretty graphics. A quick stab at the select button changes the screen to map mode, where more of the map can be viewed. It must be said that the latter option is infinitely preferable to the cramped detail mode.

COMMENT

JULIAN

Boulderdash is one of the finest video games ever written - it's six years old, but is still as fresh as the day it was written. This Gameboy version has all the features of the original, and while the scrolling is a bit blurry, the highly addictive gameplay more than makes up for it. If you want to sample a tasty slice of gaming history, check this out.



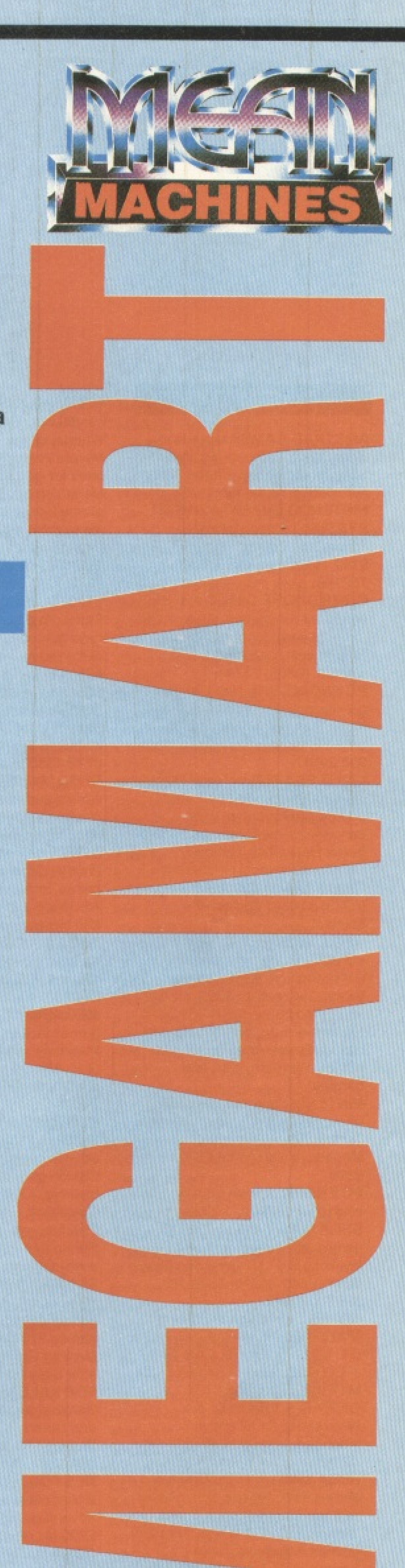


NINTENDO £19.99

RATINGS

PRESENTATION	84%
GRAPHICS	79%
SOUND	75%
PLAYABILITY	94%
LASTABILITY	91%
OVERALL	90%

1 PLAYERS



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SEGA MASTER SYSTEM two Joypads games Hang on Maze. Good condition fully boxed £45 o.n.o. Tel. 081–3996957.

SEGA MEGA DRIVE (PAL)fourmonths old. Four games, two Joypads good condition. Runs all cartridges £185. Phone 081–3996957.

UK MEGADRIVE PLUS JPN games adaptor 5 carts inc golden axw, Truxton, Hellfire £200 tel. Alastair (0772)612184 after 6 p.m.

SEGA MASTER SYSTEM GAMES Rambo III, Altereo Beast, American pro Football £10 each light phaser £20, ring (0322) 554148.

MASTER SYSTEM Light Gun, Joystick, 2 Joypads, 8 games inc. R-type, Double Dragon worth £260 will sell £145, tel. (0530) 414179.

GAMEBOY, LIGHT, Illuminator, Golf, Tennis, Mario Ducktales Chase HQ, Paperboy, B. Bunny, D. Dragon, Bowling Castlevania, Batman Tetris and 8 mags. value £380. £200 also Atari Lynx, £80 including Paper Pack, Comlynx + California games, Blue Lightning Boxed Phone Tony (0703) 472235 after 5.15 p.m.

SEGA MASTER SYSTEM plus includes two built-in game and Light Gun, two joypads and I will include two games rapid fire unit and extra joystick all of it is worth £156 will sell for £70 ring Chris on (0706) 225932.

COMMODORE C 64, DISK DRIVE T.V. Joystick 48, games, 28 on disk. Good condition £300. Phone Jason after 4 p.m. (0532)604313.

SEGA MEGADRIVE VAP/ SCART VERSION only 7 months old. With two control pads and 14 good games. Excellent condition. £320. Tel. (0252) 623550.

SEGA MASTER SYSTEM with two control pads extra joystick and six excellent games Golden Axe, Chase HQ, Psycho fow, R-type, Double Dragon, Alex Kidd. All boxed with instructions, only three months old its worth £275 will sell for £220. Tel. Chris on (0457) 855576.

SEGA MASTER SYSTEM FOR SALE plus 6 games, worth £230 only 5 months old. Accept £120 tel. P. J. (06627) 58651.

MASTER SYSTEM GAMES FOR SALE Golden Axe, R-type, Psycho Fox, Shiobi, Operation Wolf, WBML, £18 Captain Silver, Choplifter, Lord of the Sword, World Soccer, £15 Pro Wrestling, £12 Ghost House, Fantasy zone £8 Secret Command, Command. Ninja £7. Phone (0953) 882189.

NINTENDO DE-LUXE SET plus 5 games Mario 1+2 Zelda 1+2 Gyromite, only 2 months old still boxed £199. Tel. (0582) 600811.

NINTENDO + R.O.B. ROBOT+ ZAPPER and six games. Worth over £300 sell for £190. If Interested phone Steven 081-572 5245 good deal.

ENGLISH MEGADRIVE PAL OR SCART. Excellent condition with nine games. Gynoug, strider, Elemental master, Afterburner II, Altered Beast, Shadow Dancer, Gain Ground, Wonderboy III and Rambo III. Japanese converter, 1 joypad and pro 1 joystic, £350 o.n.o. Ring adrian (0344) 775304.

MEGADRIVE SOFTWARE FOR SALE. Costs over £800: 23 games most are top hits like Hellfire, Thunder Force III, Golden Axe, Gynoug, Mickey Mouse, Striper etc. Bargain Price at £400 only. Will also consider sellin Scart Megadrive if wanted. Any proposals on both software and Megadrive welcomed. Ring Navid on 081-993 8502 everyday after 6 p.m., Saturdays and Sundays anytime.

NINTENDO GAMES FOR SALE. Mach Rider, Section Z and Top Gun. boxed and as new. £12 each. Tel. (0600) 890248.

SEGA MASTER SYSTEM PLUS. Including Joystick, R.F.U. two joypads and light phazer. Also 10 games including R-type, W.B., W.B. III and many other great titles. All this for yust £140, (0252) 877623.

SEGA MEGA DRIVE FOR SALE inc. ten games, Golden Axe, Ghouls & Ghosts, two joy sticks, Jap Adaptor £340. Tel. (0924) 491136.

MEGADRIVE GAMES FOR SALE Hard Drivin', Atomic Robo Kid, Super Hangon, Altered Beast and Space Harrier 2. The lot for £70. Will split. Phone for seperate prices tel: Kev (0932) 351428 after 6 p.m.

SEGA MASTER SYSTEM with SG commander joypad, Light Gun, Psycho fow, Hangon, Enduro Racer, World Soccer, sell for £70 tel: (0349) 853716.

FRUIT MACHINE FULLY WORKING order £4 Jackpot only £150. Good condition. Tel. (0597) 822852 after six 'O' clock.

OFFICIAL SEGA MEGADRIVE, joypad, Populous, Beast, Every "Mean Machines" excellent condition. Only 3 months old. Hardly used £160 tel: (0386) 860492.

NINENDO DE-LUXE SET including 'R.O.B.', Zapper, and these Games: Duck hunt, Gyromite and Zelta II. Boxed, worth £185 will sell for £150 o.n.o., contact David Adamson, 72 Llandudno Road, Rhos-on-sea, n. Wales, Cloyd, LL28 4EJ. Hardly used, Hurry!

SEGA 2 CONTROL PADS joystick and Wonder Boy £50. 6 games £10 each light phraser and combo cartridge. Tel. (0223) 836188.

JAPANESE MEGADIVE + FIVE GAMES with original packaging for £170 only three months old. Ring (0742) 696056 after 6 p.m.

NINTENDO CONSOLE with two joypads and joystick with 82 games such as Robocop and Batman all for £150 also Gameboy with 3 games like Double Dragon sell for £70 or buy both Gameboy and Nintendo for only £200 (0326) 72088.

FOR SALE SEGA MEGADRIVE PAL 8 months guarantee, control pad, still boxed, no games £80. P.C. engine pal a months guarantee control pad 2 games, outrun, power orift still boxed £120 tel. (0532) 483237.

NINTENDO NES. PLUS TWO HIGH QUALITY GAMES. Bought in January this year. Now unwanted in Yorkshire area. Phone (0947) 604135.

NINTENDO NES PLUS 10 GAMES including Turtles, Batman, World Wrestling, Castlevania II, Snace Rattle Roll, Bargain at £300 o.n.o. (0734) 813606.

PC ENGINE + 7 TOP GAMES Batman, F Soccer, Gunhead, Wrestling to name a few, very good condition sell £275 o.n.o. Phone 081-803 9085.

MEGADRIVE MINT CONDITION with 14 games. Including Strider, Super Monaco, Newzeland story and Moonwalker still boxed, two joypads worth over £680 selling at £375 ono. Phone Gary 081-427 9544 after 4 p.m.

SEGA MASTER SYSTEM, Excellent conditin withcontrol pads, light phaser and seven great games including Phantasy star, Ultmaiv., Wonderboy III, fire & forget II, Plus loads of sega magazines. Packed as new only half a year old £150. Contact Scott (0862) 842304.

NINTENDO, 2 JOYPADS, 1 JOYSTICK 11 games, light-gun. Games include Punch-out, Top Gun, Track and Field 2. Tel: (021) 4531041. £250 worth of Software, alone! Very good condition. Only £200 ono.

NINTEND TURTLES PACK brand new £60 inc. P&P Megadrive games for sale from £15 scart Megadrive £110 inc. one game. Phone (0403) 61899 eves and weekends.

BIG RADIO CONTROL car two motors, indipendent suspention, battery charger, unwanted prize, £80, o.n.o.: RK, 4B Currents Lane, Harwich, Essex CO12 3DE.

OFFICIAL MEGADRIVE FOR SALE excellent condition including 9 games Mickey Mouse, Moon Walker, Eswat, GhostBusters, Rambo III, Golden Axe, Ghouls N' Ghosts revenge of Shinobi and Altered Beast sell for £395. Phone Truro (0872) 222933 after 4 p.m.

JAPANESE MEGADRIVE PLUS DARIUS II as new excellent condition will sell for £100 tel. (07684) 86234 after 6 p.m.

BRITISH VERSIONS OF Arnold Palmer, Tournament Golf and Super Hang-on for sale on Megadrive. Instructions and box in mint condition. Only £15 each including 1st class P&P. Write to David Lewis, 13 Cloyton Drive, Castle Bromwich, B'ham, or phone (021) 7476665.

ATARI LYNX and Gauntlet three and Power pack. One week old still boxed with instructions £99 o.n.o. Phone (0707) 331608 ask for Paul after 5 p.m. and two Megadrive Games from £20 – £25 they are DJ-BOY and Ghouls & Ghosts.

FOR SALE BOX OF GAMES for Atarixl C64, BBC Spec and Amstrad. Including moonwalker video, for £30. Ring 37030 (Hertfordshire).

SEGA MEGADRIVE FOR SALE at cheapest price possible also available Megadrive Games E.G. Gynoug, Midnight resistence, Super Airwolf, Magical hat, Mickey Mouse, tel. (0223) 350422 after 6.30 p.m. ask for Kaizer: Why not join my new club.

FOR SALE Nintendo seven including SMB2 Double Dragon 2, Super obb Road, SMB1 and NES advantage joystick. Originally £345 bargain at £265. Only one year old and fully boxed. Tel. after 8 p.m. (0582) 767802 Recommend early action.

FOR SALE NINTENDO 2 hand controles plus 3 games incl. Bubbie Bobbie Zeida II. Bargin at £120. Phone Daniel (0984) 40771.

Spectrum for sale loads of games. Joystick unwanted christmas present bargin at £80 or there abours contract Daniel on (0984) 40771.

GAMEBOY WITH SOLAR STRIKER two months old hardly used sell for £65. Please phone between 7.30 and 9.00 p.m. Ken (0638) 664849.

FOR SALE ATARI 800 XL, tape deck, £100 worth of games. 2 Joysticks all leads £65 ono, phone 756085 ask for Rob, or swap for gameboy, or 2 megadrive carts Golden Axe & any other one phone after 6 p.m.

SEGA MASTER SYSTEM including 10 games – R. Grand Prix, Golfamania, Golden Axe, Raston, Slap Shot, Wonder Boy 2, World Soccer, Super Tennis, Enduro Racer, Pro Wrestling. Year old 2 control pads. Value of Games alone £250. All for £200. Phone (0708) 854554.

SEGA MASTER SYSTEM with two Joypads Rampage and Ghost Busters for only £65 less than a year old, phone (0251) 265184.

SEGA MASTER SYSTEM plus 13 games both pads and joystick. Games include wonder boy II + III Golvelius and many more. Must sell £140 only all V.G.C. Phone Chris on (0495) 216955 after 5 p.m.

NINTENDO NP FOR SALE. Includes 7 hit games: Zelda Megaman, Turtles, Simon's Quest, Bionic Commando S.M.G., Ikari Warriors, worth over £300 will sell for £125. Phone any time, if nobody's in leave a massage on the machine, (0233) 628046.

GAME GEAR 4 weeks old include Super Monaco, Baseball, Wonderboy all in box. £135, phone Hon after 6 p.m. 071-7271282.

SPECTRUM +3, DISC DRIVE, cassette recorder, Mags, Joystick, Boxed. Worth over £600. Will sell for £160 ono. Contact Chris (0924) 497585.

MEGADRIVE FOR SALE incl. two Joypads + 3 games (Crack down, Helfire and Tgerheli) for only £185 price can be reasonded. Contact Hong (London) 081-4639443.

ATARI LYNX includes California games. AC adaptor, comlynx cable. Mint condition. Still boxed. Only 1 month old. Was a unwanted present. Bargain at £75. If interested phone (0283) 35222 after 6 p.m. Ask for kin.

SEGA MASTER SYSTEM including 12 games R-type Battle out run Vigilante zillion 1+2 Spy vs Spy, Rocky, Great Basketball, Choplifter and after Bumer Bougfit new at £350, sell for £195 may sell seperately please phone Ben on (0633) 681010.

WANTED

WANTED 8-Bit convertor for Megadrive in good condition. Will pay £15. Address: Malachy O'Neill, St. Cuthbert's House, Ampleforth College, York YO6 4EW.

WANTED games for Megadirve (not English), Super Famicom, Sega, Gameboy, Lynx, Nintendo, PC Engine and Game Gear. All for personal use. Any games considered. Call Simon Brown on 0705 750483, or send lists to 82 Highland Road, Portsmouth, Hants PO4 9NF.

MART☆

WANTED second-hand Megadrive. Dont mind if Japanese, but must play English games. Willing to pay £95. Phone Richard on 0903 764267.

WANTED all Nintendo NES games Mario Bros, Legend of Zelda etc will pay between £10-£17. Phone Jamie 081 500 7941.

WANTED Megadrive games, will pay around £15 write to Alex Butler 'The Stables' Stables Lane, Buxton, Derbyshire SK17 6VG.

WANTED any sports simulation for Megadirve (British). Best prices offered. Phone Peter on 0734 7443873.

WANTED Amiga A500 + ½ Meg, 2nd Drive etc. . . Will swap for Megadrive plus 7 games, also sell Super Famicom + 2 games £300. Famicom Games: Big Run £35, SD Great Battle £32. All new. Ring Steve on 0924 407919.

DESPERATLY WANTED Megadrive around £80 with out games. Phone Johnathon on 862940 (Devon).

WANTED Issues 2 and 3 of Mean Machines will pay £4.00 for each. Also wanted NES Carts. Especially Duck Tails and Gremlins II will pay £20-£30 each depending on how good the game is. Also Gameboy Carts will £15-£20 each Tel: 0332 383629.

GAMEBOY GAMES WANTED will pay £10 to £15 each, (especially Chase HQ or Bubble Bobble). Also penpals wanted to swap games and tips on the Gameboy. 100% reply, contact: Darryl Newby, 1 Mount Pleasant, Biggin Hill, Kent TN16 3TP.

USED Super Famicom carts wanted up to £20 paid. Tel: 0736 50130 after 5pm.

WANTED Sega Megadrive system 3D glasses. Good condition. Somerset Wiltshire area. Phone Terry 0985 217678.

NINTENDO wanted used games 0734 345677 or price list to 1 Aylesford Villas, Hurst, Berks RG10 0DT.

NINTENDO GAMES and Control Pads etc. Cheap Please (or for swaps). Phone Monday – Thursday eve. on 071 581 1150. Henry Brooks.

R-TYPE II for PC Engine will pay £25 for good condition copy. Write to Alan Dawkins, 50 Westwood Road, Salisbury, Wilts SP2 9HT. Please Huray!!

SWAP

WILL SWAP Nintendo Simons Quest, To The Earth. As new. Wants Megaman, Batman, Duck Tales, Black Manta. Phone 0942 840728.

SWAP Mario Bros II for Double Dragon I, II, Megaman I or the NES Advantage Joystick. Tel 0403 57027.

NINTENDO SWAP I will swap Robocop, Turtles or Paperboy for any other good games. Especially wanted WWF Challenge. Phone Paul on 274 7408 (Newcastle Upon-Tyne).

I WILL SWAP Ballon Fight for BATMAN, Zelda, Mario III, Kid Icarus, Goonies II, Adventures of Link, Simpsons, Megaman I WWF, Rad Gravity or Duck Tales. Phone Donny on 081 556 8819 (Leytonstone).

I WILL SWAP Tennis Ace (Sega) for Super Monaco GP, Golfmania, World Soccer. If interested Tel: James 0845 523317.

I WILL SWAP Paperboy for either Mickey Mouse or Bubble Bobble. I will be grateful Tel: 0296 748321.

ANYONE SWAP swap games with me. I have Strider, Altered Beast, Rambo III and Golden Axe. Any decent games accepted. Phone 051 342 7464.

SWAP Eswat, Strider, Golden Axe, Ghostbusters for other Megadrive games. Phone with your swaps. 031 667 8717 ask for John.

I WILL SWAP Festers Quest for Adventures of Link or World Wrestling. Phone Tim on 0734 834113 after 4pm.

SWAP Ringside Angels or Thunderforce III for Super Shinobi, Strider, Golden Axe or Ghouls n Ghosts. Ring Dan on 0789 204532.

WILL SWAP American Nintendo Carts Exitebike, TL Surf, Rygar for Sega Master System (English) or American Nintendo games or accessories. Phone Johan on 04865 3654.

WILL SWAP my Gameboy, R-Type, Chessmaster, Super Mario Land, Shanghai, NBA Basketball, Gremlins II for any other decent games. Phone Neil after 5pm 0302 721693.

I WILL SWAP Adventures of Link for Super Mario Bros II. Phone Matthew on 0761 62572.

SWAP Super Mario I, Black Manta, Legend of Zelda for Batman, Double Dragon II, Kid James. Phone Andrew on 0606 852392 after 5.30pm.

GAMEBOY with link cable, headphones, Tetris. Still boxed. I'll swap my Gameboy for Megaman I or II and any other game. Phone Jason on 081 310 7045.

EXCHANGE Megadrive Alex Kidd or Golden Axe or Super Real Basketball for Mickey Mouse or Dick Tracy 0202 523787.

I WILL SWAP Wizard and Warriors or Spiderman for WWF or Contra (Gameboy). Ring James on 662872 (Swanley).

ANYONE SWAP their Nintendo game Mario Brothers II for Disneys Duck Tales. If you are interested Phone Chris on 0302 788419.

ANYBODY want to swap D J Boy for Golden Axe or Budokan or any other half decent game. If so write to 3 Ridgeway Park, South Portadown, Co. Armagh, N. Ireland BT62 3DQ or Phone 0762 338941 after 4.30.

SWAP my Atari 2600 and games for 5 Megadrive cartridges, also Thunderforce III for Batman or swap my Spectrum +2 and over 350 games, 2 joysticks and an interface for 10 games. Luke Nash, 49 Dock Road, Tilbury, Essex RM18 7DB.

HEY YOU OUT THERE my name is Avtar. Avtar Najran and I have this Rad game called Truxton. But I have just beaten it and I would swap it for Moonwalker, Eswat and Ghouls n Ghosts. Tel: 571 3041, Middlesex.

SHINOBI or Outrun for R-Type or Ghouls n Ghosts or I will swap Action Fighter or Transbot for Rescue Mission or Ninja. Phone 830846 (Truro) ask for Paul.

I WILL SWAP TMNT or Castlevania for Batman. Phone 0582 508491 ask for Steven.

I WILL SWAP my Golden Axe and Indiana Jones for any other good games (please specify game). This is for the Master System I will also swap single contact me. Craig Armstrong, 124 Arkleston Road, Paisley, Ronfrewshire Scotland PA1 3TZ or Phone 041 887 5444.

I WILL SWAP my Pal Sega Megadrive only 3 months old and in excellent condition with Golden Axe, Populous, Mickey Mouse, Revenge of Shinobi, 2 Joypads and English games convertor. Will swap the lot for an Amiga A500! Tel: 0229 56309.

I WILL SWAP my Tatsujin for E-Swat and my Afterburner for Dick Tracy. Phone 0964 535602 (Hornsea).

WILL SWAP my Gameboy and Super Mario Land, Tetris, Spiderman and Golf games for 3 decent Megadrive Games. Contact Simon on 0637 878304 between 11am-4pm or 7pm-10pm. All the above are in excellent condition.

I WILL SWAP my Nintendo and three games for a Japanese Megadrive and games. Call Jamie on Bristol 791624.

MEGADRIVE GAMES to exchange; Rambo III, Forgotton Worlds, Moonwalker, Baseball, Batman, Rainbow Islands, New Zealand Story and Thunderforce II. Phone Sheffield 0742 699586 – Richard.

MASTER SYSTEM with Super Hang On, Shinobi, R-Type and Mickey Mouse for NES + games or sell £145. Spectrum 48k + Joystick, Interface over 150 games sell for £100 or swap NES + games. Phone Nik on 021 722 2840.

I DESPERATLY WANT TO SWAP Rambo III and Dynamite Dux for Mickey Mouse or sell them for £12 each. Tel: John on 0408 69072.

FOR SWAP Turtles, Faxanadu for Rush n Attack, Bionic Commando, Cobra Triangle, Simons Quest, R.C. Pro-Am or Black Manta. Ring 0264 354632.

I WANT TO SWAP Cyberball for Ghostbusters, Rambo III for Super Hang On, Super Monaco for Populous, Tatsujin for Air Diver and Dynamite Duke for Super Shinobi. Phone Lee on 0482 829408.

I WILL SWAP any Nintendo or Gameboy games for your Nintendo or Gameboy games. Phone 081 954 4944 and ask for Paul.

JAPANESE MEGADRIVE I have Zoom, Final Blow, Mickey Mouse, Super Real Basketball. Will swap for Super Shinobi, Super Monaco G.P., John Maddens Football or Ghostbusters. Phone Gary on 0563 42523.

NINTENDO SWAP Turtles or Robocop for World Wresiting or Punch Out. Tel: 0432 353302. Write to: 21 Tower Road, Hereford HR4 0LF.

I WILL SWAP my Gameboy (includes Tetris and Lightboy) for your Sega Game Gear. Phone Daniel Conway on 081 421 4323.

I WILL SWAP Thunderforce III or Forgotton Worlds or World Cup Soccer for either John Maddens Football, Lakers Vs Celtics or Mickey Mouse. Phone 0270 878974 and ask for Andrew anytime after 4pm.

I WILL SWAP Metal Gear or Festers Quest for World Wrestling or Double Dragon II on NES. Tel: 0273 593371.

SWAP BLADES OF STEEL for Simons quest + or Duck Tales or Spy Spy for Faxandu. Phone 091-5816720 Chris.

FORGOTTEN WORLDS, JAMES POND, WORLD COP ITALIA '90' for any brilliant games. Contact; James on (0534) 63240.

WILL SWAP T.M.N.T. for Duck Tales or Super Mario II. Phone (0902) 763682, ask for Greg about Nintendo.

MOONWALKER FOR EITHER GOLDEN AXE Dynamite Duke or After Burner two, on the Megadrive tel. (0865) 52021.

FOR SWAP GHOULS AND GHOSTS, Truxxton, Altered beast, or Battle Squadron, for your dick Tracy, Super hang on, Shadow Dancer or Ghost Busters. Phone (0480) 67717 after 5 pm and ask for Craig or Paul. Must be in Cambridge Shire area.

WILL SWAP GOLDEN AXE and S. real basketball for any other two megadrive games preferably Mickey Mouse and Strider phone (0592) 267950.

NINTENDO GAMES TO SWAP. Solar jet man, Turtles, SMB1. Call after 4 p. m. ask for Simon tel. (0600)860024.

TURTLES, SUPER MARIO LAND WILL SWAP for Paper Boy, WWF, Mega man or Bubble Bobble (for Gameboy) (0787) 227762 N. Essex. Spectrum + 48K with over six games, Phillips tape recorder, interface, joystick, £65. Good games from £1 sold separately (0787) 227762.

PC ENGINE GAMES (LOADS) SWAP or sell + maybe buy. write to: Mr. D. So, 13 Retford Road, Worksop, Notts S80 2PT.

ROCKY, VANISHED OMENS Cyborg Hunter, Aztec adventure, World Soccer, Monopoly or £10 each. Mega drive populous, phantasy star 2. (0892) 549468.

I WILL SWAP PRO AMERICAN FOOTBALL GAME for operation wolf, or California games phone Terry on (0543) 274161.

MEGA DRIVE GAMES AND GAMEBOY games wanted to swap write to Paul 36 Hunsbury Close, Northampton. Phone 0604 763740.

MARIO II FOR TURTLES life force, Mega Man I, Mario I also Duck Hurt or 2 if both Iron Sword, tel. 362012 Rainham, Kent after 4.30 p.m.

I WILL SWAP GOLDEN AXE Rastan and Wonder Boy 3 for any other game for sega master system, 071-4852170.

PEN PALS

PENPALS wanted, preferably Spectrum owners. Write to Paddy Chadderton, 66 The Hurst, Moslex, B'ham B13 0DD.

MISCELLANEOUS

FANTASTIC New Soccer PBM Sarting. Comprehensive match reports, squad lists, transfer markets etc. Ideal for beginners and experienced players alike. For free rule book send SAE to Gary Joynes, 80 Central Avenue, Beston, Nottingham NG9 2QQ.

ATARI LYNS MAGAZINE includes Reviews. Send a stamp to Andrew 63 Croftway, Selby, N. Yorks, YO8 9DD. Please write and support. Thanks.

MESSAGE

ATTENTION JAPANESE MEGADRIVE OWNERS you can convert your Japanese Megadrive to display English text with a simple modification and convert it back to its native speed (faster) for more information send S.A.E. to CONSOLE ASYLUM 6 Sutherland grove, Perton, Wolverhampton, WV6 7PA.

PREVIEW

XENON 2 MEGABLAST

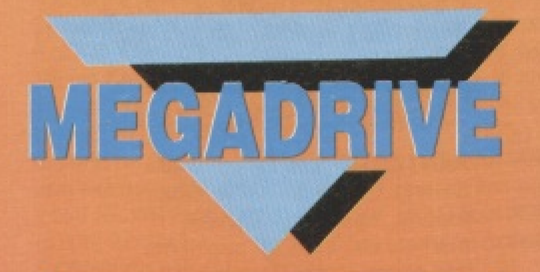
▲ *Blasting action!*

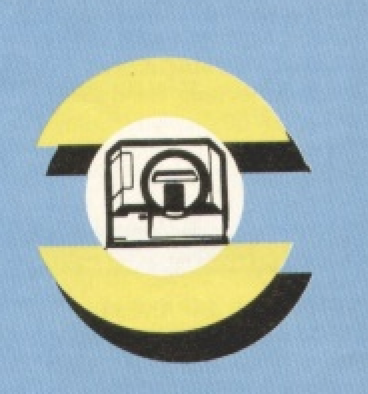
Xenon 2: it's a Megablast! Let's make no bones about it, Mirrorsoft's second Sega release looks like being the final word in Master System shoot 'em ups! It's as close a conversion of the award-winning mega-selling Amiga gigablast as any Sega fan could ask for!

The scenario is (as expected), pretty lame. As it happens, some nasty laser-packing aliens want to do away with the Earth's domination of the cosmos and as such have planted nasty time bombs in six sectors of space at different stages in the Earth's evolution. So, only pausing to grab a quick space/time conversion for your trusty Xenon attack craft, you zoom out in to the cosmos intent on getting rid of the bombs and annihilating the enemy fleet at the same time.

The laser/cannon/anything-else-that-kills annihilation takes place on stunning vertically scrolling backdrop, and the screen also scrolls sideways to enable your trusty Xenon fighter to take out any sneaky aliens that zoom off the side of the screen at an incredible rate of knots.

This Sega conversion features three of the levels and bosses of the blockbusting five-level Amiga original and looks set to clean up as soon as it hits the shelves. Stay with MEAN MACHINES for the final, definitive review of this happening game!





MEGABLAST MASSACRE

The Amiga version of Xenon 2 possesses one of the best bolt-on blasters yet used in a progressive weaponry-based shoot 'em up. Over twenty extra weapons can be bought and sold in Xenon 2, and each weapon can be powered-up during the game to make it that more deadly. Lasers, cannons, mines and drones can all be attached until your Xenon craft is more like a battle fortress than a pea-shooter-packing single seater!





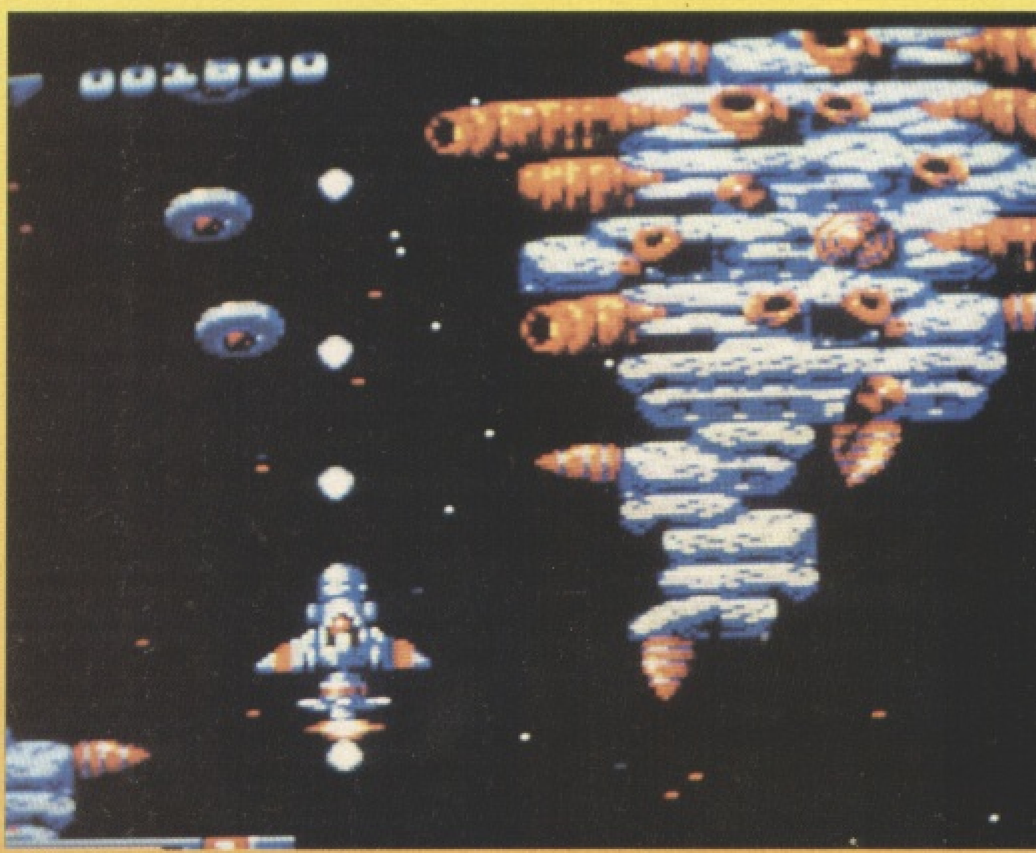
▲ *The Z icons zap everything!*



▼ *Super Nashwan Power - owww!*

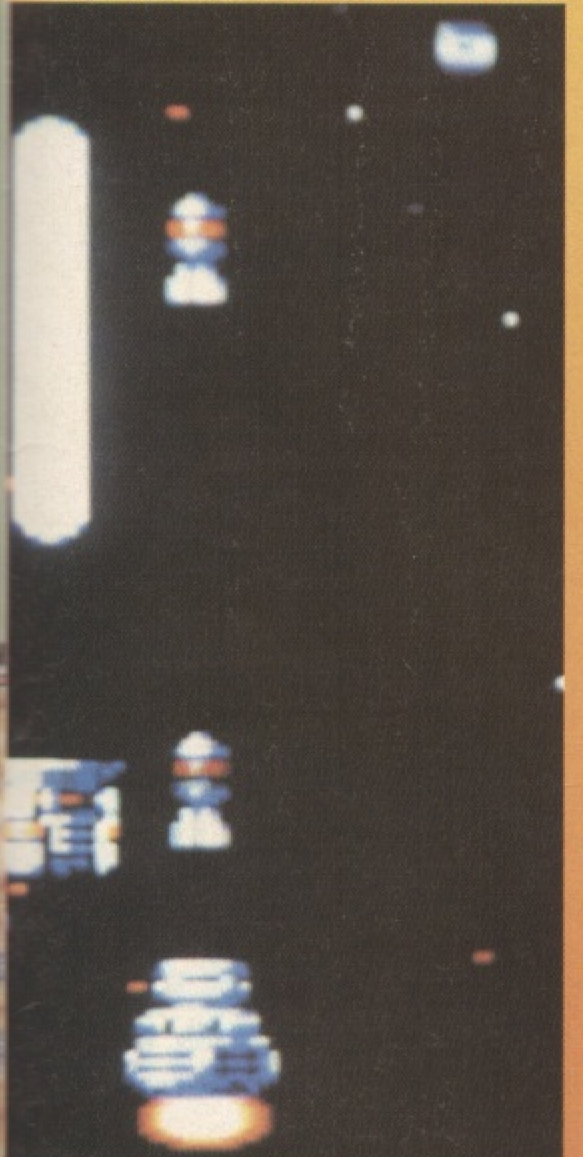


▲ *Pick up the pick-up power-ups.*



BOMB THE BASE WITH BOMB THE BASS

Accompanying the destruction is a Sega rendition of Bomb the Bass's Megablast soundtrack (in itself based on the theme tune from the movie Assault on Precinct 13, with some extra drums thrown in for good measure). Bomb the Bass fans (any takers?) will be pleased to learn that it's a pretty faithful rendition, considering the Sega's audio capabilities. You can turn the music off if you want and make do with the sound effects.



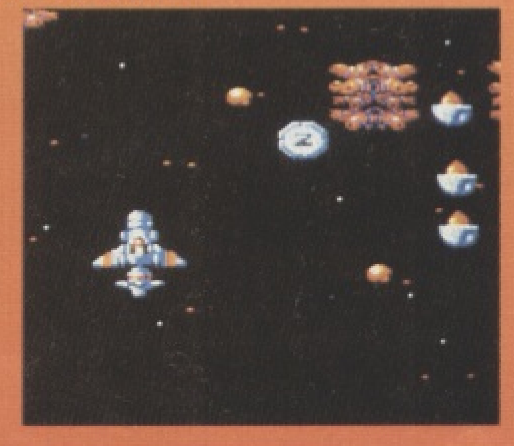


GRAPHICALLY GREAT!

Although the graphics are a bit more blocky, there's little to tell the Amiga version and the Sega game's graphics apart. As you can see the backdrops are pretty stunning, with a different stage of evolution depicted in each level. The sprites change accordingly too with each time period, with amoeba and shellfish in level one and advanced tanks and fighters at the end of the game.

▼ *Marauding aliens of doom!*





▲ *Biologically dernaged creatures ahoy!*



PREVIEW

NINTENDO

BOULDER DASH



Rockford's a miner. For those born within the last twenty years, that's someone who digs the ground to obtain goodies like coal and coke. Our friend Rockford, though, is after precious jewels so he can retire to Frinton-on-Sea and mix with the stars.

The worlds in Boulderdash contain four sections each, and Rockford tackles these in any order he wants. Inside the levels are a number of jewels and Rockford must grab a set number before he leaves through the exit. Making this task difficult are the boulders that litter the levels which have a dangerous habit of falling over when Rockford digs the earth under or by them. Often there are nasty beasties trapped inside caves which can only be killed if our hero arranges a rockfall on top of them.

If that's not enough of a problem, every level is against the clock! Stay tuned to MEAN MACHINES for a full review of this wonderful game soon...

▲ Exploring the first level.

▲ Get to the exit before the time expires!

Loadsa jewels, just for Rocky.

GOING GREEN

One of the nicest touches is the ability to change the colour of Rockford to a hue that suits you. By pressing the joypad left or right the colours of Rockford's overalls cycle through the spectrum, including certain unpleasant shades of green. Interior design for the NES!

Choosing the colour of the hero.



Beginning the first world.

Beware of monsters and falling rocks!

THE ROCKFORD FILES

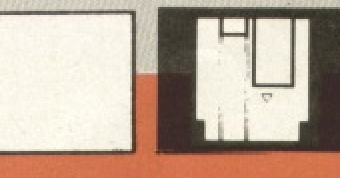
Boulderdash has a long, lo-o-o-ng history. It was released on the Commodore 64 in 1984, and got a rave review in CVG - the score for playability was ten out of ten! Melbourne House turned it into an arcade game called Rockford two years later, but that proved to be a very disappointing. Now with its appearance on the NES and the Gameboy, it's set for another round of rave reviews!



BY: DATA EAST

PRICE: £TBA

RELEASE DATE: XMAS
GAME DIFFICULTY: MEDIUM
LIVES: 4
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: FAST






PREVIEW

NINTENDO

★★★CAPTAIN★★★ SKYHAWK

Those pesky enemies are back again! Yup, another attack's coming towards the home base, and only one brave pilot has the skill, daring, and lack of sense to stop them.

The onslaught of baddies takes place over five levels, with huge bases to blow up on some missions while on others rescuing hostages or planting supplies in certain locations is the task. The first part of each level is an overhead view, but then the perspective changes to a 3D outlook a la Afterburner.

Following that, you have to dock your craft in an orbiting space station, a tricky procedure that requires split-second timing. Prove your manhood (or womanhood) with this interesting game - look out for a full review soon in MEAN MACHINES.

▼ *Dock that 'plane!*



▲ *Flying across the desert world.*

DESERT SONG ▲

The second level is set in the sandy dunes of Egypt (or perhaps Clacton). Look out for palm trees, Sphinxes (with exploding noses), and volcanic eruptions. Dropping supplies in the correct hole help to finish the level, but the 'plane has to be landed in the right place to complete it.





Everything's gone green.

The first guardian base.

MASTER BLASTERS

Once the first level is completed, and the ship docked with the space station, there's a choice of some groovy weapons. The Maverick is a superb guided missile for ground attack, well worth the money (especially as a Christmas present). The AIM54 Phoenix is a delightful air-to-air weapon, designed for maximum destruction of flying enemies. However, those with a love of the simple things in life will go for the 25mm cannons, an upgrade for the main armaments. But expect to pay for such luxuries!

BY: RARE

PRICE: £TBA

RELEASE DATE: AUGUST
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 1
SKILL LEVELS: 1
RESPONSIVENESS: MEGA

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YOB'S GOSSIP!

What's titillating, sexy and makes you all hot and sweaty with excitement? Not Kylie Minogue in a PVC miniskirt - YOB's Gossip, of course. He's got a veritable mound of tasty information - check it out...

STARS ON GAMEBOY

The Gameboy is certainly the greatest piece of travelling videogaming technology - but don't take our word for it. Here's a list of celebs who are oft found sporting a Gameboy about their person, and quite surprising reading it makes too:

Danny Baker, Betty Boo, Ian Botham, David Bowie, Matthew Broderick, Mick Brown, Belinda Carlisle, Terry Christian, Vince Clarke, Lloyd Cole, Tom Cruise, Geena Davis, Mickey Dolenz, Michael J Fox, Neil Fox, Balthazar Getty, Robin Givens, Whoopi Goldberg, Jeff Goldblum, Mark Goodier, Eddie Van Halen, Tom Hanks, Goldie Hawn, Vanilla Ice, Don Johnson, Davy Jones, Angela Landsbury, Emily Lloyd, London Boys, Rob Lowe, Paul McCartney, George Michael, Dannii Minogue, Demi Moore, New Skids on the Block, William Orbit, Mike Read, Cliff Richard, Jonathan Ross, Kurt Russell, Phillip Schofield, General Schwartzkopf (eh?), Pat Sharp, Will Smith, Mr T, Robin Williams, Bruce Willis and Henry Winkler.

Flip me! I'll be doing a more research to see whether I can find anyone else who's caught the Gameboy bug...





TIM BOONE - CRAZY LOON!

Making a few discreet enquiries into the former life of new CVG Editor Time Boone, I've discovered a few interesting things about this cheeky young imp with the mischievous disposition.

He used to work on the Reading Parochial Times, where he wrote many exciting and varied stories, the most thrilling of which involved a Chinese takeaway owner who stole two joints of chicken from Safeway. The headline? WHAT A CHINESE TAKEAWAY! A genius of modern wit, no less!

What else did this veritable pun-machine do? Well, apart from being almost Harrodesque in his charitable nature towards the homeless (he once bought a set of false teeth for a tramp so that he could eat his Christmas dinner (the tramp that is, our Tim has a fine set of choppers)), he also loves dressing up as an Easter Bunny, almost died in a crane safety demonstration and loves ripping up the roadways of Reading in his turbo-powered Vauxhall Nova 1.2.

More information as and when it happens...







SPEND A FRANC

Ah! And here it is! Recently when Jaz and the boy Boone were invited to the swish launch of the Game Gear in Monaco, Tim spent the most expensive penny of his life. When waiting on le autobus pour le airport, the weekend of gastronomic fun 'n' frolics caught up with him and he was forced to sneak off to answer an urgent call of nature. However, while he was taking care of the business, the bus left, and he was forced to rush around and find a cab to take him to the airport before his plane took off! Le prix pour Monsieur Boone? A mere £11.00!!!

Oh well, better than chucking up into Nice's nicest dustbins, like some other Sega's associates I could mention. But won't.


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FORGOTTEN WORLDS	30.00	12.00
GAIARES	40.00	18.00
GAIN GROUND	35.00	15.00
GHOST 'N' GHOULS	40.00	18.00
GHOSTBUSTERS	30.00	12.00
GOLDEN AXE	35.00	15.00
GRANADA	35.00	15.00
HARD DRIVING	25.00	10.00
HARDBALL	35.00	18.00
HELLFIRE	35.00	15.00
HORZOD ZWEI	30.00	12.00
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MUSHA ALESTE	35.00	15.00
MYSTIC DEFENDER	35.00	15.00
PAT RILEY BASKETBALL	35.00	15.00
PGA TOUR GOLF	40.00	18.00
PHANTASY STAR II	45.00	18.00
PHANTASY STAR III	45.00	18.00
PHELIOS	30.00	10.00
POPULOUS	35.00	15.00
POWERBALL	35.00	18.00
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REVENGE OF SHINOBI	35.00	15.00
SAGAIA	35.00	18.00
SHADOW BLASTER	30.00	10.00
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SWORD OF VERMILLION	45.00	18.00
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ZANY GOLF	25.00	10.00

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ASSUALT SUIT LEYNOS	20.00	10.00
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BATMAN	35.00	25.00
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ESWAT	20.00	10.00
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FIRE SHARK	30.00	15.00
FORGOTTEN WORLDS	30.00	15.00
GAIARES	35.00	15.00
GAIN GROUND	25.00	10.00
GHOST 'N' GHOULS	35.00	15.00
GHOSTBUSTERS	20.00	10.00
GOLDEN AXE	30.00	12.00
GRANADA	25.00	12.00
GYNOUG	35.00	20.00
HARD DRIVING	25.00	12.00
HEAVY UNIT	30.00	15.00
HELLFIRE	25.00	12.00
INSECTOR X	25.00	12.00
JEWEL MASTER	35.00	20.00
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ALEX KIDD SHINOBI WORLD	29.00	11.00
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AMERICAN PRO FOOTBALL	29.00	11.00
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DOUBLE HAWK	29.00	11.00
DYNAMITE DUX	29.00	11.00
E-SWAT	29.00	11.00
FANTASY ZONE II	24.00	9.00
FANTASY ZONE THE MAZE	24.00	9.00
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GALAXY FORCE	29.00	11.00
GANGSTER TOWN	24.00	9.00
GAUNTLET	29.00	11.00
GHOSTBUSTERS	29.00	11.00
GHOULS AND GHOSTS	29.00	11.00
GOLDEN AXE	29.00	11.00
GOLFAMANIA	32.00	12.00
GOLVELLIUS	29.00	11.00
GREAT BASEBALL	24.00	9.00
GREAT BASKETBALL	24.00	9.00
GREAT FOOTBALL	24.00	9.00
GREAT GOLF	24.00	9.00
GREAT VOLLEYBALL	24.00	9.00
HEAVYWEIGHT BOXING	24.00	9.00
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INDIANA JONES	29.00	11.00
KENSEIDEN	29.00	11.00
KUNG FU KID	24.00	9.00
MICKY MOUSE	29.00	11.00
MIRACLE WARRIOR	32.00	12.00
MONOPOLY	29.00	11.00
MOONWALKER	29.00	11.00
OPERATION WOLF	29.00	11.00
OUT RUN	29.00	11.00
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PENGUIN LAND	29.00	11.00
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GHOST AND GOBLINS	24.95	14.00
GHOSTBUSTERS II	34.99	20.00
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GREMLINS II	39.95	23.00
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HELL EXPLORER	30.00	15.00
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LEGENDARY AXE II	30.00	15.00
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NEW ZEALAND STORY	30.00	15.00
NINJA SPIRIT	30.00	15.00
NINJA WARRIORS	25.00	12.00
OPERATION WOLF	30.00	15.00
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